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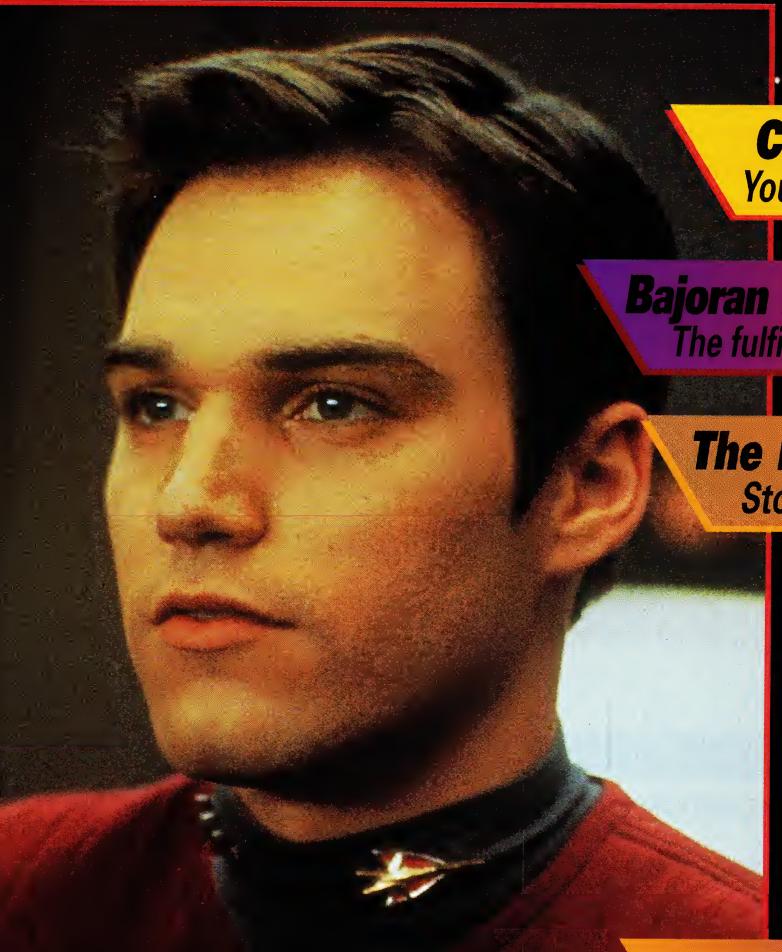
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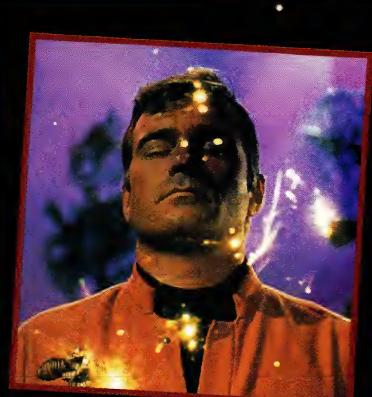
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Youngest captain in Starfleet

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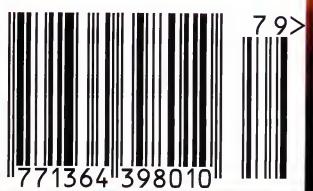


Noncorporeal Beings
Taking over other people's bodies



The Ambitious Winn
The kai's path to destruction

ISSN 1364-3983





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Published by GE FABBRI Ltd.
Elme House
133 Long Acre
London WC2E 9AW

Produced by Aerospace Publishing Ltd.
179 Dalling Road
London W6 0ES

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Special thanks to Michael Okuda, Denise Okuda, Rick Sternbach, and the Art Departments for the current STAR TREK series

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Printed in Great Britain by: Southernprint Ltd & Waddington Chorleys PFB Ltd
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OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18 CARD 1B



OTHER GROUPS
AND RACES

NONCORPOREAL BEINGS

Noncorporeal beings are as varied as their organic counterparts. Some are benign, others are hostile, some emotional, some impassive. It may be many years before Federation scientists can comprehend them all.

The Galaxy contains thousands of species and many different life forms. To human scientists, perhaps the most remarkable are noncorporeal beings – creatures that exist without the need for physical bodies of any kind. Some of these creatures are pure energy, others seem to be a kind of light, and many defy classification. Their existence sets them apart from the idea of life as we know it, and yet many of them appear to have formed civilizations and societies that are not dissimilar to those of organic beings. Many have distinct personalities, and several are capable of forming relationships with their own kind, or with other species.

The freedom noncorporeal existence brings has led to such entities being regarded as gods by the corporeal

societies with whom they come into contact. The creatures known to the **Bajorans** as the **Prophets** fall into this category, as do their evil counterparts, the **Pah-wraiths**. Others, while not deified, are nonetheless acknowledged to be immensely powerful.

Peace mediators

In 2267, the **Federation** and the **Klingons** are forced to comply with the peace demands of the **Organians**, who prove that they have the ability to paralyze the military equipment of both sides. **Trelane**, who sets himself up as the **Squire of Gothos**, can also alter reality to his wishes. He does not intend to cause any harm, however; he is just a mischievous child who needs to be brought into line by his parents. His elders apologize to the crew of the **U.S.S. Enterprise NCC-1701** for

their offspring's behavior. The noncorporeal **Thasians** raise **Charles Evans**, a human child who is the only survivor of a crash on their homeworld, without realizing that the remarkable powers they give him will make it impossible for him to ever return to his own kind. Charlie describes the Thasians as horrific companions who do not experience emotions such as love, although their intentions are benign.

Nonphysical love

Some noncorporeal life forms, however, are as capable of feeling love, and other strong emotions, as organic beings. The creature known as the **Companion** is a kindly entity that rescues the dying **Zefram Cochrane**, then cures and rejuvenates the elderly human. Zefram does not realize it until many years later, but the Companion has fallen



The Companion falls in love with Zefram Cochrane and communes with the human by enveloping him in a shower of rainbow-colored light.

Sargon and Thalassa are briefly reunited in borrowed human forms.



desperately in love with him. The creature is even willing to sacrifice its immortality when the opportunity to inhabit the mortal body of **Nancy Hedford** gives it the

chance to experience a more fulfilling relationship with Cochrane.

The **Koinonians**, a noncorporeal race that once shared their homeworld with organic beings, suffer feelings of guilt when **Starfleet** archeologist **Lt. Marla Aster** is killed by a booby trap left behind by the planet's extinct organic race. Even though her death is not their fault, the creatures attempt to make amends by creating a duplicate of Marla to look after her orphaned son, **Jeremy Aster**. Captain **Jean-Luc Picard**, of the **U.S.S. Enterprise NCC-1701-D**, has to explain to the Koinonians that while their efforts are appreciated, they are not actually helping the situation.

BIONEURAL ENERGY

Out of body experiences

As human brain impulses are surges of bioneural energy, it could be argued that the mind is nothing more than a noncorporeal energy field inhabiting a corporeal body. It certainly seems that, in extreme circumstances, the mind is able to leave the body and exist independently of it, at least for a while. Commander Chakotay and Captain Kathryn Janeway have both had out of body experiences. In 2371, an accident in a dark matter nebula drains away Chakotay's bioneural energy and separates his mind from his body. The commander's consciousness takes control of other **U.S.S. Voyager NCC-74656** crew members, before body and mind are reunited with the aid of Chakotay's medicine wheel. In 2373, another accident plunges Janeway into an afterlife where she is able to observe her crew, although they cannot see her. Eventually, she realizes that she is being manipulated by an invasive memory parasite, and is able to fight free of the energy being's control.



Janeway is manipulated by a memory parasite that poses as her father.

B'Elanna Torres uses Chakotay's medicine wheel to guide his mind back to his body in 2371.

GALAXY FACTS

► Redjac is a noncorporeal being that kills women on many worlds. On Earth, it is known as Jack the Ripper.

► The Bajorans believe that after death, some individuals live on as noncorporeal spirits, to which they give the name borhyas.



► In 2372, Onaya feeds off Jake Sisko's creative energy, inspiring the young author to write a draft of his first novel, 'Anslem'.

Other entities are not so powerful. After centuries of being tormented, the noncorporeal **Calamarain** have to wait until their enemy, **Q**, has his powers removed by the **Q Continuum** before they can strike back.

Unfortunately, many noncorporeal life forms

are deliberately hostile. The **Beta XII-A entity**, which can travel through space unaided, roams the **Alpha Quadrant** looking for organic beings to manipulate. It feeds off the negative emotions of corporeal life forms, but can be defeated by positive

The Guide to the STAR TREK Galaxy

FILE 18 CARD 1B

NONCORPOREAL BEINGS



OTHER GROUPS AND RACES



OTHER GROUPS AND RACES



► Ronin has symbiotic relations with human hosts.

emotions such as happiness. **Onaya** is a noncorporeal life form that feeds off creative energy; she forms a symbiotic relationship with artists and writers, boosting their creativity while she is with them. Like many of her kind, she is capable of appearing as a solid being in order to fool her victims. **Ronin**, an **anaphasic** life form, enjoys a similar existence. For centuries, he thrives on a symbiotic relationship with the women of the **Howard** clan, from whom *Enterprise*

Chief Medical Officer **Dr. Beverly Crusher** is descended, offering them love and appearing to them as a handsome young man. In exchange, he uses their bodies to host his energy. Beverly chooses to destroy the life form in order to break its hold over her, although there is evidence to suggest that it genuinely did make her grandmother and other hosts happy.

Curiosity

Certain noncorporeal beings are as curious about organic life forms as our scientists are about them. In 2365, **Deanna Troi** is impregnated by a noncorporeal life form that

► The noncorporeal Thasians apologize to the U.S.S. **ENTERPRISE** crew for the harm done by their human ward, Charles Evans.

is then born as a human child. The creature means her no harm; it hopes to understand humans through this action. The being leaves the *Enterprise* when it realizes that its presence is placing the ship in danger.

Not all noncorporeal beings have always existed in such a state. Some races have either evolved beyond the need for physical bodies, or have been forced to abandon their natural states in order to survive. The **Zetars** overcome the destruction of their homeworld by transforming 100 of their number into light energy. The survivors then roam the Galaxy in the form of colored clouds, looking for organic bodies to inhabit so that they can resume their lives. Sadly, they take bodies without permission, and their hostile approach leads them to be wiped out by their victims in 2269.

Evolution

The people of **Sargon**'s homeworld choose to preserve their minds in spherical receptacles after war renders their homeworld uninhabitable; while not noncorporeal in the strictest sense, they find a way to exist without the need for organic bodies. Similarly, the ultimate expression of **Kes**'s **Ocampan** mental abilities is her evolution from a humanoid girl to a being of pure energy.

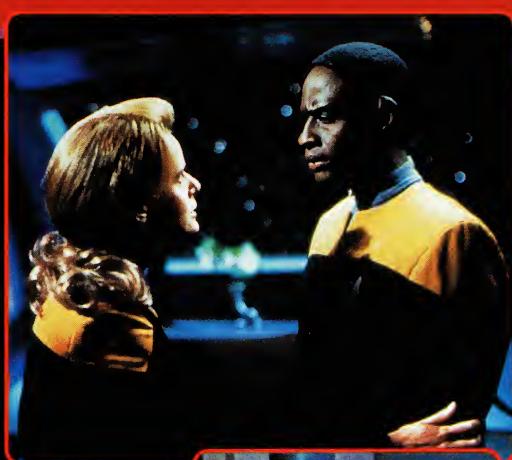
POSSESSION

Changing minds

Many creatures exist independent of a body, while still needing a host form to survive. They therefore pass their consciousness from one physical form to another, often displacing the personality of the victim as they do so. Such creatures include the Ilari warlord **Tieran**, who possesses Kes; **Steth**, who steals a number of bodies including that of Tom Paris; and **Sargon**, **Thalassa**, and **Henoch**, who inhabit the bodies of the U.S.S. *Enterprise NCC-1701* crew while constructing android bodies for themselves. **Marayna**, a lonely alien living inside a Delta Quadrant nebula, is able to project her consciousness into a holodeck scenario aboard the U.S.S. *Voyager NCC-74656*, giving her the opportunity to interact with – and fall in love with – a member of the corporeal crew.



► In 2373, the Ilari warlord Tieran transfers his neural pattern into the mind of the Ocampan Kes.



► The lonely Marayna falls in love with U.S.S. VOYAGER crew member Tuvok.



► In 2374, Tom befriends an alien who switches identities with him.



The Guide to the STAR TREK Galaxy

FILE 10 CARD 16



BAJORAN MYTHS AND LEGENDS

The Bajorans are a deeply religious people. Their faith is steeped in ancient myth, legend, and prophecy, all of which play a part in their world's development and unfolding future.

The complex mythology and belief system of the **Bajoran** people helps them to survive 30 years of **Cardassian** occupation, and continues to have relevance as they rebuild their world in the 2370's. Much of **Bajor**'s destiny is also hinted at in the myriad ancient prophecies granted the Bajorans by their gods, the **Prophets**.

Traditional Bajoran teaching holds that one's strength is gained from the **pagh**, or life force, which is sustained by the Prophets. The spirit or soul is known as a **borhya**, and after death one is encouraged to make peace with one's former life and say goodbye to loved ones. The soul of

the dead is believed far more important than the living remains; fittingly, the Bajoran death chant is over two hours long.

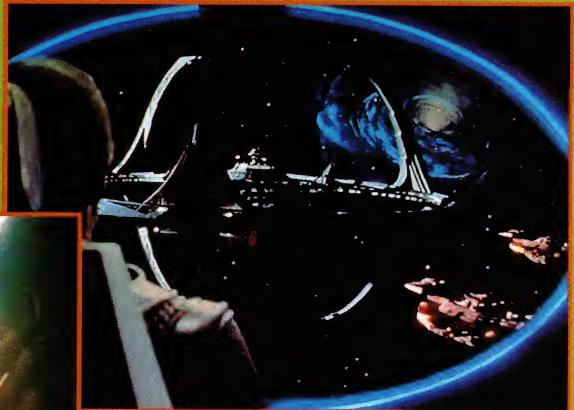
Bajoran mythology can also appeal to non-Bajorans; the **Ferengi Rom**'s favorite Bajoran prophecy, for example, is **Horran's Seventh**. It begins: "He will come to the palace, carrying a chalice overflowing with sweet, spring wine."

The heart of legend

The Prophets are central to Bajoran legend. They exist outside of linear time in the **Celestial Temple**, alternatively known to outsiders as the **Bajoran wormhole**, and popular wisdom says that a wish made when the wormhole



opens will come true. The Prophets sometimes communicate with individuals through what are known as **Orb visions**, providing clarity for the present and hinting at the future, and many of these are written down to be studied intensively. Recipients who ignore the Prophets' message can suffer recurring **Orb**



Reading your pagh

Kai Opaka tells the **Emissary**, Commander Benjamin Sisko, that he has a strong **pagh**.

Wormhole

The discovery of a stable wormhole even surprises the Cardassians.

shadows for weeks or even months after.

Many of these portents concern the **Emissary** of the Prophets. Some are vague and contradictory, while others are stark – such as **Trakor's Fourth Prophecy**, which states that the Emissary will face a fiery trial and be forced to make a difficult choice. It is generally foretold that one

who is not of Bajor will arrive at a time of crisis to lead the Bajorans into the future. He will be the Prophets' spokesperson, through whom the gods can communicate with their people.

Prophecy fulfilled

In 2369, **Starfleet's Commander Benjamin Sisko** appears to satisfy these prophecies when he discovers the wormhole. His role in the subsequent **Dominion war** could also be said to fulfill Trakor's predictions. Nevertheless, Sisko steps aside as Emissary for a short time in 2372, in favor of the returned poet **Akorem Laan**. Sisko believes that the prophecies apply more to Akorem. It is said that the Prophets would name their Emissary by "calling him to them," he would "find the Celestial Temple." Akorem indeed found the temple and encountered the Prophets before Sisko. The Prophets have a different outlook, though, and affirm Sisko as Emissary.

A particularly celebrated Bajoran legend concerns

FORETOLD DANGER

Interpretation

All myths and prophecies are open to interpretation. According to Major Kira Nerys in 2370, Vedek Bareil has a way of taking a prophecy and showing that it means exactly the opposite of the accepted meaning.

More significantly, Vedek Yarka completely misinterprets Trakor's Third Prophecy in 2371. The legend states: "When the river wakes, stirred once more to Janir's side ... three vipers will return to their nest in the sky. When the vipers try to peer through the temple gates ... a sword of stars will appear in the heavens ... The temple will burn and its gates will be cast open ..."

Yarka takes the river to mean the newly-reopened Qui'al dam, and the vipers to be three Cardassian scientists en route to Deep Space Nine – their "nest." Yarka fears that if the Cardassians violate the Bajoran wormhole, they will destroy it. This interpretation is not widely supported, and turns out to be misplaced. Trakor's sword of stars is in fact a rogue comet, and the Cardassians scientists have nothing to do with the prophecy.



Trakor's Third Prophecy is almost fulfilled by three sections of a rogue comet.

In 2371, a Cardassian science team visit DEEP SPACE NINE to conduct experiments on the wormhole.



GALAXY FACTS

The legend of the Dal'Rok, a fearsome energy being that afflicts a Bajoran village at the same time every year, reaches Deep Space Nine in 2369. The Dal'Rok is revealed to be an illusion, created by an Orb fragment that draws on the collective fears of the villagers. Its manifestation helps keep them united.

▼ Benjamin Sisko builds a BAJORAN SOLAR SAILING SHIP from ancient plans, and journeys to Cardassian space.



the sacred city of **B'hala**, the site of which is lost for 20000 years. **Zocal's Third Prophecy** states that only someone who has been touched by the Prophets would find B'hala – and accordingly the Emissary discovers the ruins in 2373 after experiencing a sacred vision, known as a **pagh'tem'far**.



THE
BAJORANS

The Guide to the STAR TREK Galaxy

FILE 10 CARD 16

BAJORAN MYTHS AND LEGENDS



THE
BAJORANS

▼ Pah-wraith cults, such as the one based on EMPOK NOR, grow in number when the wormhole closes during the Dominion war.



▼ In 2375, Kai Winn and Dukat attempt to fulfill the restoration by releasing the Pah-wraiths from the Fire Caves.



▲ Kai Winn interferes in the Reckoning. She floods the station with chroniton particles, forcing both Prophet and Pah-wraith to flee.



latter comes to light when B'hala is further excavated in 2374. Runes inscribed on an uncovered ancient tablet prophecy a great spiritual conflict, called the Reckoning, between a Prophet and a **Pah-wraith**, one of the false Prophets cast out of the Celestial Temple.

Banished spirits

The Pah-wraiths occupy an extensive role in Bajoran myth – there are 6427 entries concerning them in the **Federation** databanks alone. They were banished from the Celestial Temple after an epic struggle and imprisoned in the **Fire Caves** of Bajor, forbidden ever to return. "lest they face the wrath of the true Prophets." One of their number is called **Kosst Amojan**, whose name means "to be... banished." Some Bajorans embrace a cult of the Pah-wraiths, but they are not taken seriously until 2374, when the Prophets temporarily disappear from the wormhole.

The B'hala inscription reads: "The Time of Reckoning is at hand. The Prophets will weep, and their sorrow will consume the gateway to the temple." Tied into this is **Shabren's Fifth Prophecy**, which states that if the Evil One is destroyed, it will bring a thousand years of peace to Bajor. **Kai Winn's**

interference, however, prevents the realization of this prophecy, setting the scene for the **Restoration** – the Pah-wraiths' attempt to finally engineer their release – to come to pass the following year.

Living legends

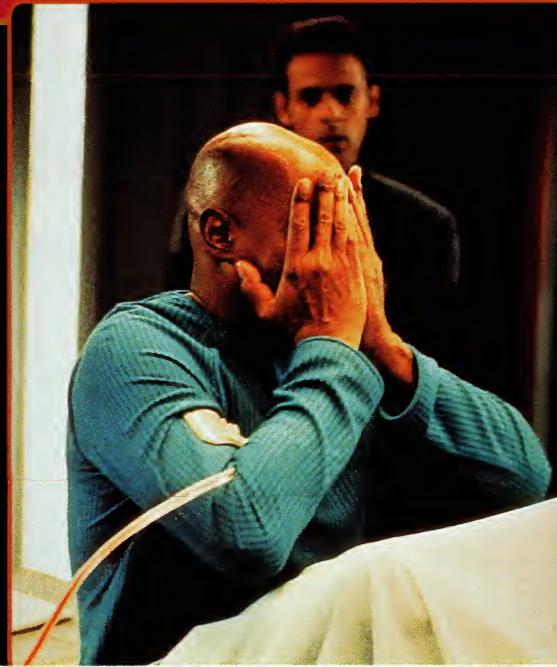
The Cardassian occupation gave rise to some local legends as well. One concerns **Li Nalas**, a hero of the Bajoran resistance who supposedly killed the ruthless **Gul Zarale** in single combat. When Li is freed from the **Hutet labor camp** in 2370, the legend lives anew. He tells Sisko the truth – that he actually killed Zarale by accident – but the Emissary preserves Li's legend when the Bajoran dies shortly after. The commander knows that the myth of the heroic freedom fighter is as powerful as any truth, and Bajor consistently demonstrates that it still has need of its legends.

NEW PROPHECIES

Dire warning

Legends are still being forged on Bajor in modern times. The Emissary himself makes a prophecy after the discovery of B'hala's ruins: Benjamin Sisko is among the celebrating crowds in the streets of the rebuilt B'hala when a shadow blocks out the sun. He looks up to see a swarm of locusts hovering over the city before continuing on its way – to Cardassia. Sisko believes this omen warns of a terrible danger, and advises the Bajorans not to join the Federation just yet.

His decision is proved correct when the prophecy comes true some months later. A Dominion invasion force – the locusts – comes through the wormhole, passes over the non-Federation world of Bajor and heads for Cardassia. The Emissary's vision has helped to save Bajor.



► Benjamin Sisko experiences a series of prophecies concerning the future of Bajor. His visions save the Bajorans from the wrath of the Dominion.

▼ In 2373, Sisko goes against his Starfleet duty and advises the Bajoran Chamber of Ministers that now is not the time to join the Federation.





FILE 25 U.S.S. ENTERPRISE NCC-1701-D

SHIP:

U.S.S. ENTERPRISE NCC-1701-D

FACILITY:

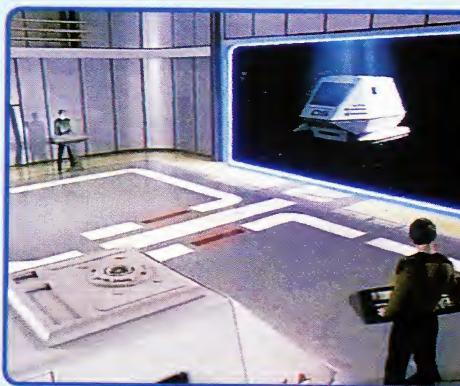
SHUTTLEBAY

The *U.S.S. Enterprise NCC-1701-D* is a **Galaxy-class** vessel designed to undertake a number of different missions on behalf of the **United Federation of Planets**. Mission objectives may vary from scientific exploration, ambassadorial duties, and even direct combat, so the *Enterprise* needs to be equipped as comprehensively as possible. Shuttlecraft have long been acknowledged as vital in the support of large-scale vessels on extended missions, and the *Galaxy-class* ship holds a wide variety of various shuttlecraft within three specifically designed storage and maintenance areas.

Located on Deck 4 of the primary hull, Shuttlebay 1 is the largest facility dedicated to shuttlecraft operations. This extremely large area is designed for the storage, repair, and construction of at least six types of shuttlecraft, and is easily accessible via the main **turbolift** network. In common with all of the shuttlebays, Shuttlebay 1 is built on two levels, allowing for the successful launch and landing of shuttles as they enter or exit through the large single external door, which faces aft of the **saucer section**. This door consists of a strong, but flexible alloy, which retracts into the upper part of the doorframe on Deck 3. There is no need to depressurize the bay, as a forcefield is activated when the bay doors open, allowing shuttlebay crew and technicians to continue with their duties while shuttles are entering and exiting the area.

Parking

Shuttlecraft can be parked in a number of designated locations on the smooth, dark gray flooring that comprises the main deck of all shuttlebays. A series of thick white lines show where an individual shuttle should be located while being prepared for launch; similar yellow markings can be found on the flat shelf that extends outward from Deck 4 onto the exterior of the saucer section. These provide a high visibility visual cue for shuttlecraft pilots as they



A forcefield is activated when the shuttlebay doors open for the entry and exit of shuttlecraft into the area. This allows the personnel to continue operating in the bay. Craft launching and landing procedures are also fully automated.

approach the rear of the ship, and while entrance and exit to the *Enterprise* is usually automated, in cases of emergency these markings become extremely important in lining up the shuttlecraft for a successful landing within all three shuttlebays.

Separate sections

Galaxy-class vessels consist of two separate sections normally locked together for standard operation, although when the saucer section and **stardrive** sections separate, shuttlebay support is lost to one half of the ship. This is countered by locating Shuttlebays 2 and 3 to the rear of the Battle Hull on Deck 13, in close proximity to each other. Deck 14 contains the main repair and maintenance facility directly underneath these additional bays, which have their own separate entrance doors located on either side of the stardrive's hull spine.

Dwarfed by Shuttlebay 1, Shuttlebay 2 is the smallest facility available to the *Enterprise* crew; it has a reduced storage area in comparison to Shuttlebay 3, which is located on the starboard



Shuttlebays function as a storage, repair, and maintenance facility for shuttlecraft. In 2368, however, Geordi La Forge damages the hull of a craft docked in the bay, so that it can be used for a covert mission into Cardassian space.

side of the battle section. Regardless of size, every shuttlebay is equipped with its own operations control booth, situated on the upper deck of the facility. They give an excellent view of the entire area, and allow prelaunch checks to be carried out on the resident vehicles. Permission to initiate prelaunch sequences, or even the launch itself, can be given from the operations control booth or from the operations station on the main bridge, with clearance for launch usually granted from the bridge. The status of all shuttlebays can also be monitored from the bridge, with unauthorized launches immediately being detected, although an override from the specific shuttlebay cannot usually be reversed.

Decompression

Shuttlebays are busy areas and are designed for heavy duty use. Entered through a large double-latched door, the bulkhead walls consist of light gray interlocking panels, which, in common with the entrance doors, are specially reinforced to withstand accidental or deliberate decompression of the shuttlebays. The loss of shields while the bay doors are open could lead to catastrophe if the interior is not able to withstand the sudden loss of pressure, so the entire area is able to protect the integrity of the ship if decompression occurs. In case of such an accident, however, there are large visual written warnings stencilled on the upper parts of the walls to remind the personnel about the dangers of decompression, although evacuation of the areas can be carried out extremely quickly in emergency situations.

The upper gantries of the shuttlebays are quite narrow, and the personnel working on these elevated levels are protected by a series of black railings. The operations control booth is located within a separate area, with a series of screens and controls located on the rear wall, allowing communication with the shuttles and the main bridge during vital away missions.



The launching and landing procedure for shuttlecraft can be overseen from the shuttlebay operations control booth or even from the main bridge. The operations control booth overlooks the entire area from a space built into the bay bulkhead.



In general, shuttlebays have a very utilitarian appearance. There is little point in making them attractive or comfortable, and they often resemble cargo areas in construction. Both the bulkhead and floor are colored a dull gray.



U.S.S. ENTERPRISE NCC-1701-D SHUTTLEBAY

The shuttlebay doors are composed of a strong, flexible alloy. They open by retracting into the upper bulkhead of Deck 3.

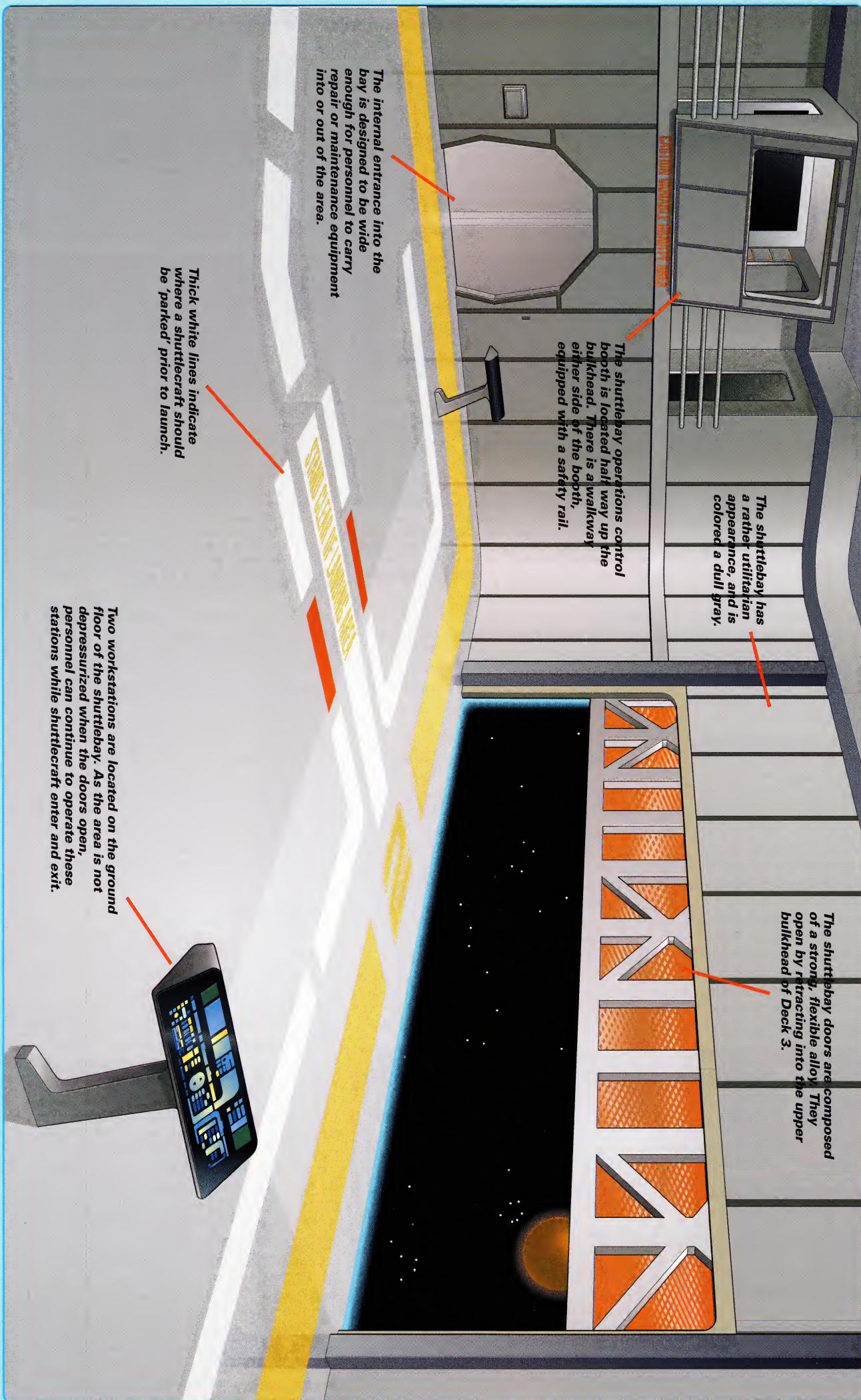
The shuttlebay has a rather utilitarian appearance, and is colored a dull gray.

The shuttlebay operations control booth is located half way up the bulkhead. There is a walkway either side of the booth, equipped with a safety rail.

The internal entrance into the bay is designed to be wide enough for personnel to carry repair or maintenance equipment into or out of the area.

Thick white lines indicate where a shuttlecraft should be 'parked' prior to launch.

Two workstations are located on the ground floor of the shuttlebay. As the area is not depressurized when the doors open, personnel can continue to operate these stations while shuttlecraft enter and exit.





FILE 29 U.S.S. VOYAGER NCC-74656

SHIP:

U.S.S. VOYAGER NCC-74656

FACILITY:

CREW QUARTERS

LOCATION:

DECKS 4, 6, AND 9

The general crew quarters aboard the **U.S.S. Voyager NCC-74656** afford the ship's personnel the small luxury of privacy, as well as a space that they can call their own during the ship's long journey home to the Alpha Quadrant.

FIRST OFFICER CHAKOTAY

The first officer is second only to the captain in rank on a **Federation** starship and, as such, their living quarters reflect this elevated status. **Commander Chakotay**'s personal living space is of similar configuration to **Captain Kathryn Janeway**'s, though slightly smaller.

Entered through a standard set of doors, the separate sleeping area and private bathroom are reached via a small corridor to the right of the doorway, directly through the main living room. The dominant feature of this softly illuminated and comfortable living area is the large single



The large window in Chakotay's quarters offers a fine view of space.

window, which faces out of the ship's exterior bulkhead wall. The shape of the window allows some natural ambient light into the room, and its position has been incorporated into an elegant benching arrangement, which is able to seat three people. There is a smooth sill running behind it, on which Chakotay places artifacts reflecting his Native American heritage. This motif is repeated through a number of wall

hangings and personal effects which adorn many of the walls, with traditional patterns also used on some of the seats. Chakotay's private office, situated near to his quarters, is decorated in much the same way.

At either side of the living room's single window are two large, illuminated red panels, incorporated into the supporting buttresses. They cast a pale red permanent glow into the room, giving it a warm and welcoming cast. Situated in front of the bench seat is a low, circular, transparent table. The padded seat is quite comfortable, but there exists a more informal furniture arrangement to the left of the bench. A number of seats allow face to face discussion and relaxation, with a small table for eating food prepared in the nearby **replicator**. A computer terminal is also situated in the living room, allowing the first officer to continue his work when not on duty.



First Officer Chakotay's quarters reflect his rich Native American heritage.

STARSHIP LOG: 'Unforgettable', 'The Fight' [VOY]

ENSIGN HARRY KIM

Located on Deck 6, **Ensign Harry Kim**'s quarters on the **U.S.S. Voyager NCC-74656**

are only a short walk from a main vertical **turboshaft**. In common with all quarters on **Intrepid**-class vessels, a visitor can activate an electronic pager, or voice intercom, through a small control pad located to the right of the double entrance doors. In cases of emergency, the doors to all quarters can also be opened through a security clearance command, issued either by Voyager's chief of security, or by certain senior command officers.

Kim's door reference is 105-2, and opens out into a main living area of a similar size to his colleague's quarters. The interior color scheme and decor is typical of **Starfleet** design, although the furnishings, such as a low chair with padded headrest in one corner of the living area, are comfortable and informal. Kim keeps the central area of this space clear to set up his music stand and regularly practice his clarinet, but the small workbench with its matching chairs located nearby, always has his work terminal in full view. A small **replicator** is situated within one of the bulkhead walls, and there is plenty of room for the storage of personal items within shuttered cupboards, located inside the separate sleeping area.

The illuminated strips above Kim's bed are blue, and cast a gentle light over the area when the main lights are switched off. The separate bathing area is down a short corridor to the left of this open plan bedroom, and contains fixtures common to all of the crew's quarters: permanent blue night lights, an automatically activated running water basin, and white panels at either side of a mirror.



Harry Kim's sleeping area is illuminated by blue horizontal bars above the bed.

NEELIX

Neelix, the **Talaxian** morale officer and unofficial diplomat to **U.S.S. Voyager NCC-74656**, has his own separate quarters, which are very similar to those of **Tom Paris**, **B'Elanna Torres**, and **Harry Kim**. The layout of Neelix's integrated sleeping and living area is a variation on a well-established **Starfleet** design theme, with the same surface area, although his surroundings are surprisingly low key considering his effusive nature.

Extremely neat and well ordered, Neelix has a small amount of furniture within his main living area, and an upholstered benching unit to one wall. A computer terminal rests on top of a transparent table; Neelix often makes personal log entries, or communicates with other members of the crew.

Located within the Talaxian's quarters are some very personal artifacts, arranged on a small wire display stand and various narrow shelves. A flower from **Kes**'s garden takes pride of place, along with a piece of his late sister **Alixia**'s jewelry. The center piece of the room is Neelix's small **Guiding Tree**, a symbol of his faith, and a hugely important artifact before he undergoes a traumatic afterlife experience in 2374.



Neelix's quarters feature Talaxian ornaments, such as the Guiding Tree. He uses this in his vision quest of 2374.



Most of the crew quarters are equipped with workstations and viewscreens.

STARSHIP LOG: 'Waking Moments' [VOY]

STARSHIP LOG: 'Mortal Coil', 'Investigations' [VOY]



U.S.S VOYAGER CREW QUARTERS

ENSIGN TOM PARIS

Tom Paris is originally commissioned as a lieutenant on board **U.S.S. Voyager NCC-74656**. He is given separate living quarters due to his rank privilege as a senior bridge officer. Located on Deck 4, very close to the main bridge, Paris's quarters are identical in total area to the rooms occupied by **Chief Engineer B'Elanna Torres**, although the configuration of the accommodation is slightly different.

In common with all crew quarters, the main entrance through the double access doors has an audible signal that allows other crew members to request access to the living area. The doors can be opened by voice activation, or via a small keypad to the right of the doorframe.

Paris's sleeping area is a short walk from the entrance. Located to the left of the main living area, the bed is positioned beneath an angled bulkhead. Illuminated red strips add to the diffuse key lighting of the main living area, which leads off to the bathroom to the right of the main entrance, through a permanently open doorway. Paris has furnished his quarters extensively, including a small wooden dining table with four chairs, allowing him to entertain guests. Located close to the sleeping area is a low settee and some comfortable light brown chairs.

The quarters do not have any external windows, so a number of paintings are arranged in order to break up the flat, gray interior walls. In addition to these art works are a number of small ornaments, arranged on a narrow shelf unit next to the door, and a transparent, two tiered, circular table, with a number of small plants.

STARSHIP LOG: 'Waking Moments' [VOY]



Tom Paris's bedroom is bathed in a soft red glow that suits his romantic reputation.

LT. COMMANDER TUVOK

The most personalized living areas on board **U.S.S. Voyager NCC-74656** belongs to the ship's head of security, **Lt. Commander Tuvok**. Situated on Deck 6, Tuvok's quarters combine **Vulcan** simplicity with aesthetic functionality. Entered through a set of double doors, the main living area appears deceptively spacious due to the lack of furniture. A relatively large expanse of dark gray carpeted flooring covers low benching to one side of the room.

Tuvok's sleeping area is completely open to this main room; it has a series of sloped illuminated blue strips directly above it. The entire room's lighting can be reduced to a dim cast, aiding the Vulcan in his meditation. One of the most striking features is the small oval glass table, situated in the centre of the room, on which Tuvok places ornate Vulcan artifacts such as candle holders and other objects, including his **kal-toh** game.

There are a series of wall uplighters situated on small shelves and tables. They give the room a more comfortable feeling when illuminated. Tuvok matches warm colored cloth coverings with small plants to detract from the flat wall surfaces, and has one of his favorite orchids on a circular table next to the main entrance. The separate bathing area is just off the main living and sleeping space. A **replicator** and computer terminal have been built into one of the interior bulkheads. Tuvok's rank also allows him the relative luxury of two large external windows, looking out to the port side of *Voyager*.

STARSHIP LOG: 'Favorite Son', 'The Gift', 'Alter Ego' [VOY]



Tuvok's Spartan quarters produce an atmosphere conducive to meditation, either alone, or with the Ocampa Kes.



B'Elanna places two paintings above her settee, livening up the room's dull gray bulkhead walls.

B'ELANNA TORRES

The chief engineer of the **U.S.S. Voyager NCC-74656** is accorded her own separate quarters aboard the **Intrepid-class** vessel. In keeping with other **Starfleet** classes, **B'Elanna Torres** has her private living accommodation in close proximity to Main Engineering, both for convenience's sake, and in case any emergencies should arise. Torres's quarters are situated on Deck 9 Section 12, two decks above Main Engineering, allowing her ease of access to the entire ship.

B'Elanna's quarters are similar in total area to the rooms occupied by the other senior officers. They consist of a main open living area, separate bathroom facilities, and a sleeping area. Double sliding doors open out into the relatively small main living room, with the bathroom reached via a small corridor to the right. The main area is furnished with a small, low table, next to a comfortable padded chair; the opposing corner contains a low settee and additional chair. The color scheme of this room is similar to other accommodation with its light gray bulkhead walls, but the careful positioning of a number of plants has created a more organic, natural atmosphere.

The sleeping area opens onto the main living section, and consists of a bed that is situated below illuminated red strips on an angled bulkhead.

This soft lighting casts a glow over the room; it also contrasts with the green bedding and pillows that B'Elanna uses to add extra color to her accommodation. Main illumination for the quarters is provided by large white panels, set into the ceiling of the main living area, and from backlit strips where the wall meets the ceiling.

STARSHIP LOG: 'Remember' [VOY]

THE WILDMANS

Ensign Samantha Wildman requires enhanced living accommodation as the mother of **Naomi Wildman**, the first child born on the **U.S.S. Voyager NCC-74656**. Pressure of space aboard the **Intrepid-class** ship has led to some rearrangement of standard quarters on Deck 4 for the two occupants. The quarters for both mother and child are still quite comfortable, despite the fact that *Voyager* was not designed for family units.

The primary living area is entered through a set of double doors from the main corridor. It is well furnished, with a matching green settee and armchair complementing the softly lit blue gray interior bulkhead walls. With no exterior windows, Ensign Wildman uses hanging decorations or large, circular, plate-like colored ornaments on a number of walls, to add depth to her accommodation. She also uses plants to create extra texture and character. A small **replicator** is situated on a bulkhead within the main living area, which also houses some of Naomi's toys and storage boxes. One particularly important feature is Ensign Wildman's communications terminal, located at a small desk near her sleeping area, which Naomi uses to keep in contact with her mother while she is away from the ship.

Naomi has her own private area, away from her mother's sleeping section. It is reached by a small corridor directly off the main living area. Well illuminated, the young girl's small bedroom gives her enough storage room for more personal possessions.



Neelix checks there are no monsters in the storage boxes before Naomi goes to bed.

STARSHIP LOG: 'Mortal Coil', 'Once upon a Time' [VOY]

D'Arsay Archive

Initially mistaken for a rogue comet, the *D'Arsay archive* is a fascinating monument to the technologically advanced, ancient D'Arsay civilization.

On Stardate 47615, the *U.S.S. Enterprise NCC-1701-D* is traveling through Sector 1156 when it encounters what appears to be a rogue comet not native to that region of space. There are no records of its existence appearing on Starfleet charts. The comet is calculated to have originated from the **D'Arsay system**, over two sectors away; further examination reveals that it has been traveling for 87 million years. When a full sensor analysis is carried out for inclusion on the Starfleet astrophysical survey, a chain of events is set in motion, which reveals that this apparently natural phenomenon is actually of an entirely different nature.

Hidden purpose

Initial high intensity scans show that the exterior of the 'comet' consists of gaseous hydrogen and helium surrounding an icy mantle, with an inner core consisting of heavier elements. A distortion within the object's core feeds back to the *Enterprise* as an intense sensor echo. Sweeping the entire vessel with a bright light, the crew is unaware that an artificial object deep within the core of the anomaly has begun to broadcast a series of commands through the sensor dish of the Starfleet vessel, leading to the production of various artifacts around the ship. **Lt. Commander Data** attempts to adjust this disguised distortion by switching to a low intensity sweep, but the **D'Arsay archive** has already been activated.

The *D'Arsay archive* is extremely powerful and technologically sophisticated. It is housed within a purpose-built facility deep within the object's core. Aged over 87 million years, the *D'Arsay archive*'s structure does not follow the design of any traditional space going vessel, and is many times larger than the **Galaxy**-class *Enterprise*.

The archive's external appearance looks more like a building than a ship, with a number of

unequally sized, rectangular structures attached to a huge vertical pillar. Dark brown in color, the archive is older than even the material surrounding it, which it has no doubt accumulated over time.

The *D'Arsay* system is not known to have any technologically advanced cultures by the year 2370. The archive, however, suggests that 87 million years ago, just such a culture did exist in the system. They were capable of producing extremely complicated and powerful computerized systems that could detect other technologies, adapt to them, and override their functions. The *D'Arsay archive* has the ability to completely reconfigure the *Enterprise*'s computer systems, and it infects the vessel's main computer core. One manifestation of its initial assimilation is the appearance of D'Arsay pictograms on the ship's computer, but this is nothing compared to the changes it makes in the later stages of its operation.

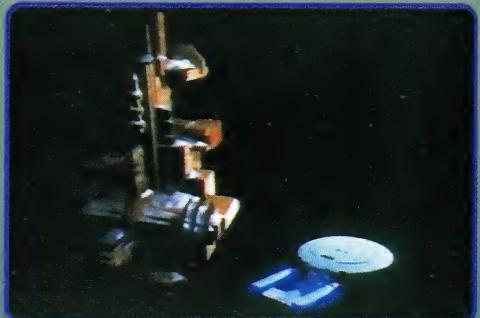
First contact

The *D'Arsay archive*'s initial contact is through the *Enterprise*'s sensor beam, using it as a carrier wave to transmit information into the ship's computers and **replicators**. This method of contact allows **Chief Engineer Geordi La Forge** to access much of the *D'Arsay archive*'s structure. Its purpose is unknown at that time, but it is possible to analyze the complex internal structure of the facility and detect a repetitive node configuration, which in itself suggests a database of some kind. Once contact has been established, the *D'Arsay archive* is then able to activate a powerful tractor beam that issues from a small white transmitter, built onto the corner of one of its irregularly sized blocks. An energy pulse sent through the beam then overrides all control systems on the **Federation** vessel. This leaves the ship unable to disengage the beam, or mount an attack with **phasers** and manually configured **photon torpedoes**.

The *D'Arsay archive*'s control over the



In 2370, the crew of the U.S.S. *ENTERPRISE* NCC-1701-D investigate a comet from the D'Arsay system.



The *ENTERPRISE*'s scans reveal the archive to be virtually solid, made of fortanium and unknown materials.

Enterprise increases in severity when it begins to reorder and transform the molecular structure of the ship and resident DNA into a facsimile of the D'Arsay homeworld. Alloys are converted into stone temples, and plants into indigenous D'Arsay fauna. This transformation does not stop the crew from scanning the archive; they even detect the areas which control the transformation. These scans also reveal that the *D'Arsay archive* contains not only information on the long dead D'Arsay civilization, but also the living memories and characteristics of its inhabitants.

Multiple personalities

The *D'Arsay archive* also has the ability to infect Data's positronic net, invading his body and transferring thousands of personalities from the archive into him. Information from some of these personalities is relayed to **Captain Jean-Luc Picard**, helping Geordi La Forge to shut down the transformation programme, although ultimately it is the captain's vast experience and understanding of ancient cultures that terminates the effects of this powerful alien facility.



The D'ARSAV ARCHIVE transforms Ten-Forward into the temple of Masaka, the D'Arsay sun goddess.



One of the D'ARSAV ARCHIVE's rectangular sections directs a powerful tractor beam on the ENTERPRISE.

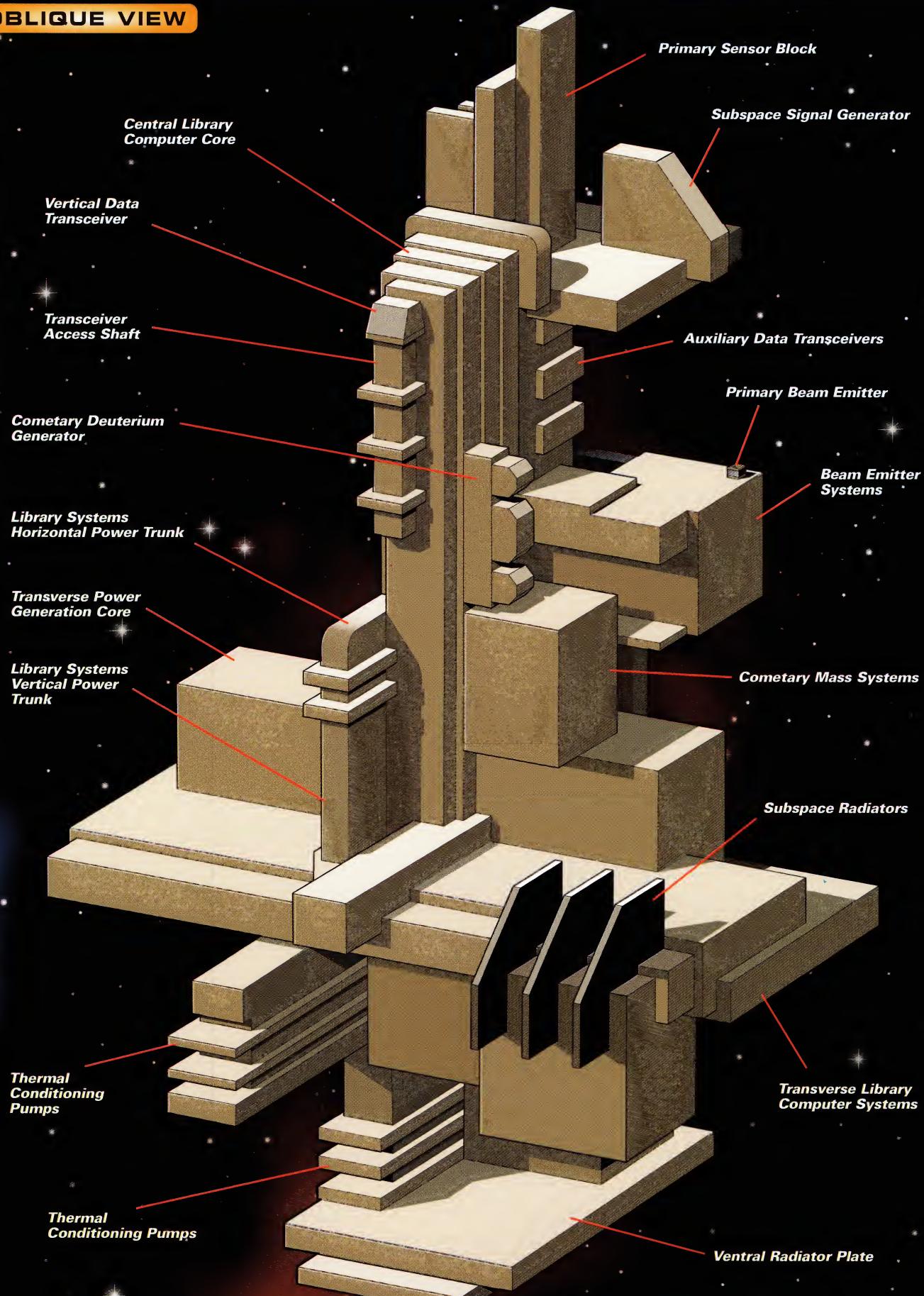


Several artifacts and symbols appear on board the ENTERPRISE, such as the sun symbol of the deity, Masaka.





OBLIQUE VIEW



FILE 43 STARFLEET PERSONNEL

Captain Tim Watters

Tim Watters progressed from Red Squad cadet to captain of a starship over the course of one fateful battle. His faith in himself and his crew, however, is not enough to save them from the folly of his arrogance.

Tim Watters is very likely the youngest captain in Starfleet. He has at his disposal a loyal and efficient set of officers and one of the Federation's most advanced fighting vessels, the *U.S.S. Valiant NCC-74210*. The *Valiant* is trapped behind enemy lines during the Dominion war that traumatizes the Alpha Quadrant, and its mission is one that could turn the tide of conflict: to collect data on a new and terrifyingly powerful *Jem'Hadar Warship*.

The events that lead the inexperienced cadet to assume command of the *Valiant* unfold over the period of a year. Watters is a member of Red Squad, an elite group of Starfleet Academy cadets acknowledged as "the best of the best." They have a separate training regime, and even their own quarters. In 2374, Watters's crew, also

members of Red Squad, were on a training mission to circumnavigate the Federation when war with the Dominion broke out.

Returning to Earth, the *Valiant* was attacked by a Cardassian ship. The Starfleet vessel managed to destroy the enemy, but at the cost of their seven senior officers. Before he died, Captain Ramirez gave Watters a battlefield commission and command of the ship. The cadet reveres the memory of Ramirez, and calls him a great man, detailing how he directed the repair operation after the *Valiant* was damaged even while suffering from massive internal injuries.

Natural leader

Watters's own style of command may be based in part on his former captain's. He is forthright, methodical, and shows little hesitation in exercising his new authority; he commissions

PROFILE ON WATTERS

NAME: Tim Watters

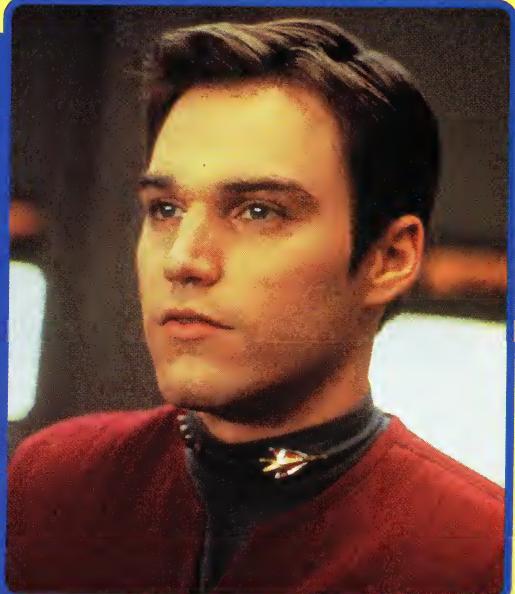
LIFE FORM: Human male

RANK: Captain, *U.S.S. Valiant NCC-74210*

EXPERIENCE: Watters is a member of Red Squad on a cadet training mission. He is left in command of the starship, with the responsibility of completing its mission and returning the crew safely home, after the senior officers are killed in battle.

CURRENT STATUS: Deceased

FIRST SEEN: 'Valiant' [DS9]



▲ Tim Watters holds his crew together over the eight months they are trapped behind enemy lines. In the end, though, his arrogance dooms them all.

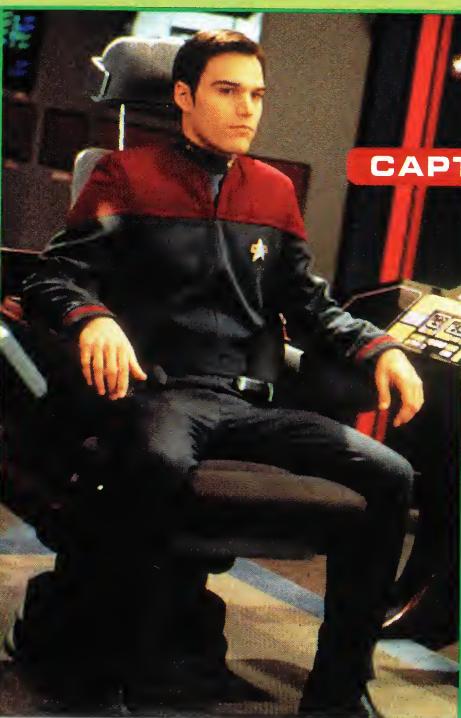
Jake Sisko and the **Ferengi Ensign Nog** after their *Runabout*, the *Shenandoah*, comes under attack. The young captain quickly promotes Nog to Lt. commander and chief engineer based on his knowledge of *Defiant*-class vessel systems.

Watters is exceptionally proud of 'his' crew, heaping praise on their efforts in private and giving them

constant encouragement in public. He allows a little latitude at times, for example momentarily tolerating a rousing cheer when the *Valiant* destroys an enemy vessel, but is generally firm with them. Any signs of emotional weakness, or of a crewman not pulling their weight, and he demands to know why. Watters makes it clear that such behavior is not acceptable. Any thoughts of home or family are quickly quashed – the safety of the entire ship can rest on the actions of any one crew member at any moment.

Proud duty

Part of the way Watters functions is intrinsic to the Red Squad ethos. He and the rest of the crew are tremendously loyal to their badge. He believes that any member of the squad can



CAPTAIN COURAGEOUS

★ Last orders

Watters is promoted to captain on Ramirez's dying breath. He does his best to live up to his former commander's faith in him.

★ Homesick

Watters disapproves of talk of home, but Jake Sisko reminds Dorian Collins how much she misses her family.



★ Firm command

Watters commands the bridge and his officers with confidence.



OTHER CARDS IN THIS FILE...

34 WESLEY CRUSHER: CHILDHOOD

43 ROBIN LEFLER

64 ENSIGN SITO JAXA

SEE OTHER FILES...

STAR TREK:
DEEP SPACE NINE.....File 70



Captain Tim Watters



★ Speaking out

Jake openly criticizes Watters's leadership. Benjamin Sisko's son knows all about good captaincy.



★ Bad decision

Watters decision to destroy the JEM'HADAR WARSHIP results in the destruction of the VALIANT.

"This ship is special
... This crew is special. Whatever fates
guide the universe have chosen us to
achieve some purpose in this conflict."

— Captain Tim Watters

handle the responsibilities that have been thrust upon them – they just have to have faith in themselves and their shipmates. Watters is a natural and inspiring leader, even allowing dissent from Jake Sisko because he knows it will lead his officers to rally all the more strongly behind him. He favors the personal touch, assembling the officers for a pep talk rather than addressing them over the com system.

Trusted colleague

The only person to whom the captain allows himself to get close, however, is his first officer, **Lt. Commander Farris**. Behind closed doors, they discuss events in a more relaxed way, and appear to gain strength from each other. Farris acts as Watters's eyes and ears; she totally backs up all his decisions, enforces his orders, and ensures that he is treated with the proper respect by everyone.

When first seen on the *Valiant* bridge, Watters looks every inch a captain. He is calm under the pressure of combat, and able to step straight from battle to greet newcomers aboard his ship. He is familiar with Jake Sisko's father, **Captain Benjamin Sisko**, perhaps because of his fine reputation during the war, or maybe because of Sisko's previous brush with Red Squad in 2372. Watters is also very observant – he notices Jake's minor injury straight away, and deduces from the youth's clothes

that he is not following in his father's footsteps.

Only a momentary wince of his brow reveals any weariness or weakness, but in truth Watters appears to be cracking under the pressure. He pushes himself to the limit, taking the watch on the bridge night after night, and has resorted to **cordafin stimulants** to get him through and keep him alert. He is highly defensive about this secret habit, but it is common knowledge among the crew.

The captain has an almost feverish belief in the part *Valiant* will play in history, and is determined to live up to Captain

Ramirez's memory by fulfilling his last orders, or die trying in the attempt. Watters is caught up in his own bravado, however, and decides to do more than just obtaining the information that Starfleet needs. He embarks on a dangerous mission to destroy the *Jem'Hadar Warship*, and tells his crew. "We're Red Squad. We can do anything."

It is this impetuosity and inexperience that separates Watters from a more experienced captain. Given time and a proper career structure, he may well have become a fine captain, but the situation that has been thrust upon him means his decisions are fuelled by a misguided arrogance. When the attack on the *Jem'Hadar* ship fails, Watters looks completely lost, and has difficulty even

formulating a response. It is, perhaps, the first time he has failed, and it is his downfall. He is killed shortly afterward, when the undamaged Dominion ship turns its firepower on the *Valiant* and destroys it.

Posthumous honor

Even in death, Watters commands the respect of his one surviving crew member, **Acting Chief Petty Officer Dorian Collins**. She remains true to the spirit of Red Squad, believing that if Watters failed it was because his crew failed him. The young Ferengi Nog, however, sees the truth: the crew followed him blindly, and Watters led them to their doom. Tim Watters may have been a battlefield hero, but in the end he was a poor captain.

HOPELESS MISSION

Death of Red Squad

Captain Watters proposes a daring plan to attack the *JEM'HADER WARSHIP*, after a flaw is discovered in the design of the ship's antimatter storage system. Its support braces are composed of an unstable material, viterium, which Watters intends to target with a radio-genic warhead. The plan fails.



► Powerful ship

The VALIANT is a powerful ship, but it can only perform as well as its crew.

▼ No match

Sadly, the Starfleet vessel is no match for the JEM'HADAR WARSHIP.



► Daring

Captain Watters is blinded by his own ambition, and his crew are completely loyal to him. They seal their fate by blindly obeying his orders.





FILE 47 BAJORAN PERSONNEL

Kai Winn: Rise and Fall

As spiritual leader of the Bajoran people, Winn Adami is an inspiration to millions — but she is also dedicated to achieving power through her office as kai. Her frustrated ambition to become First Minister of Bajor gives way to a far more dangerous allegiance to the Pah-wraiths.

Hai Winn Adami's constant politicking appears to bear fruit when she takes over from Kalem Apren as First Minister of the **Bajoran provisional government**, upon his death in late 2371. She is admired by the Bajoran people for her role in concluding the historic treaty with **Cardassia** earlier in the year — all the more so because Winn had previously condemned and bitterly fought against the **Cardassians**. She looks set to be elected unopposed and, combined with her spiritual status, the office would give her unprecedented power.

Winn's politics backfire on her almost immediately, however, when her hard line approach inflames a minor dispute in **Dahkur Province** over the return of **soil reclamators** from the farmers. She sends in

armed troops under the guise of setting up peace talks with the militant leader, **Shakaar**; civil war threatens to break out when other provinces follow Dahkur's example. Winn has badly misread the situation.

Political rival

The affair is resolved when Shakaar enters the election for First Minister, and is voted in by an overwhelming majority. Winn nevertheless continues to perform political duties. In late 2373, for example, she visits station **Deep Space Nine** to discuss a nonaggression treaty with the **Dominion** representative **Weyoun**. It is a delicate negotiation, as war threatens to erupt, and a misstep could result in Bajor being the first casualty.

The kai is not shy of using her position to enhance her own celebrity, but she also has the courage of her convictions. She supports the supposed emissary **Akorem Laan**

PROFILE ON KAI WINN

AMBITION: Winn Adami has served the Prophets her entire life; she is also a staunch Bajoran patriot. These worthy attributes, however, are marred by her ruthless lust for power.

CLOSE ASSOCIATES: Winn's closest adviser is Solbor, but she murders him in 2375, to cover up her involvement with the Pah-wraiths. She also has a relationship with Anjohl Tennen — who is actually Dukat.

STATUS: Deceased



▲ Kai Winn Adami rises to a position of great power and prestige, but she never achieves her greatest aim — to be the supreme political ruler of Bajor. Her blind ambition eventually leads her to follow the evil Pah-wraiths.

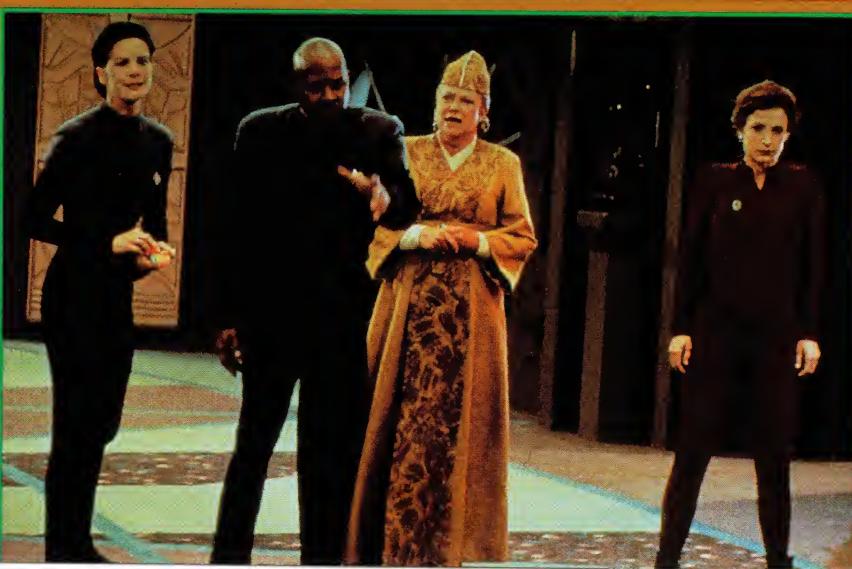
when he influences Bajor to return to the **D'jarra** caste system, and vocally disapproves of Bajor's pending admission to the **Federation**, protesting that her world has only had five short years of freedom.

Tough times

Winn's resolve stems from the days when the Cardassians arrested any Bajoran they found teaching

the words of the **Prophets**. Winn spent five years in a prison camp and can remember each and every beating she suffered. The resistance had their weapons; all she had were her faith and her courage.

As a **ranjen**, however, she was able to convince the **vedek** who led their order to allow her to remove some gemstones from the tabernacle, and bribe various Cardassian officers for small acts of leniency.

DESIRE FOR GREATNESS

★ Prophecy fulfilled
Winn witnesses the prophesied Reckoning come to pass on station DEEP SPACE NINE.

★ Skeptical
Winn never truly accepts that Benjamin Sisko is the Emissary. She resents his revered status among the Bajorans.

★ Pah-wraith vision

In 2375, Kai Winn faints on DEEP SPACE NINE while experiencing a vision from the Pah-wraiths.



Kai Winn: Rise and Fall



★ Disillusioned

Winn throws the book of the Kosst Amojan into the flames.

A recurring thorn in Winn's side is **Captain Benjamin Sisko**. She never really believes he is the true **Emissary**, and resents sharing spiritual leadership with him. She has spent her whole life in the service of the Prophets, and becoming kai was supposed to be her reward – but Sisko, an outsider, spoiled it for her by being hailed as the Emissary. Winn admits her doubts are wrong, however, when Sisko finds **B'hala** in 2373, for only one touched by the Prophets could have found the lost city.

The kai cannot help but revile the Emissary, however, for the faith in the Prophets that comes to him so naturally. She has not achieved the same unconditional belief, even after a lifetime devoted to their service. This envy makes Winn more adversarial than ever, and in 2374 she travels to *Deep Space Nine* to confront Sisko about his removal of an ancient tablet from Bajor. On the station she witnesses the apparent fulfillment of the ancient prophecy known as the **Reckoning**.

Winn's bitterness at Sisko, and the seeming indifference of her gods, leads her to intervene in this epic confrontation between a Prophet and one of the outcast Pah-wraiths, **Kosst Amojan**. Rather than allow the Prophet to defeat the Pah-wraith, she uses **chroniton radiation** to expel both

★ Touching

Kira Nerys advises a troubled Kai Winn to give up her will and trust the Prophets to guide her fate. Winn's faith is insufficient, however.



★ Giddy as a young girl

Before releasing the Pah-wraiths, Winn feels truly happy.

energy beings from their hosts before the battle is done. Winn prays the Prophets will forgive her for her defiance, believing that she has saved Bajor and the station. The Reckoning has not come to pass as it was foretold, however, which later has dire consequences.

Evil vision

Part of Winn's disillusionment stems from the fact that the Prophets have never spoken to her directly. She is, therefore, surprised to experience a vision in 2375.

FRIENDS AND ALLIES

Uneasy return

Kai Winn is instantly attracted to the Bajoran farmer who comes into her life, Anjohl Tennan, little realizing he is a surgically disguised Dukat. The Cardassian plays to her deep-seated resentment of the Prophets by suggesting that the

Emissary did not suffer through the occupation as she did. Dukat tells Winn that Sisko could never heal Bajor as he does not understand her world. The kai easily becomes infatuated and plays straight into 'Anjohl's' hands. The two become lovers, but when Winn learns 'Anjohl's' true identity she is disgusted she allowed him to touch her. Dukat is later temporarily struck blind by the Kosst Amojan, and Winn throws out her lover to beg on the streets of Bajor.

Little does she know that it is from the Pah-wraiths masquerading as the Prophets, priming her to release them with the help of the notorious Cardassian **Dukat**, disguised as a Bajoran farmer called **Anjohl Tennan**.

The kai claims to be happier than she has ever been at this point: the Prophets have spoken to her and sent her a guide in Anjohl. Dukat plays to her ego and chooses his moment to reveal to the kai that he serves the Pah-wraiths. She at first rejects 'Anjohl,' labeling him a heretic, but Dukat argues that the Prophets have rejected her. Winn becomes frightened and begs forgiveness from her unresponsive gods, but the doubt in her mind grows. Her crisis of faith even leads her to seek the advice of an old antagonist, **Colonel Kira Nerys**. Kira counsels her to give up her position and turn herself over to the Prophets but, fatefully, Winn cannot accept this: power is too important to her.

Changing sides

Her grave doubts, and the long sought after power the Pah-wraiths can confer, convinces Winn that she cannot maintain the pretense of serving the Prophets. She is ready to walk the path the Pah-wraiths have laid out for her, and those who stand in her way, such as the Federation and the vedeks, will be swept aside.

"Before Captain Sisko found B'hala, my path was clear. I knew who my enemies were. But now ... nothing is certain." – Kai Winn on her changing outlook in 2375



Winn is driven to murder **Solbor**, her closest advisor, and the blood staining her hands reveals the hidden ancient text of **Kosst Amojan**. Even the revelation of Dukat's true identity cannot influence Winn to turn back – she believes she has been judged by the Pah-wraiths and found worthy. The kai studies the text intently to learn how to free the evil entities from the **Fire Caves** of Bajor.

Fiery fate

At the end of 2375, Winn and Dukat travel to the Fire Caves to fulfill their destiny and release the Pah-wraiths. The renegade kai says she feels like a young woman waiting for her lover to sweep her off her feet; she ignites the flames with the Kosst Amojan text and gives herself over completely to the malevolent creatures. She also poisons Dukat as a sacrifice – but little does she know he is the true emissary of the Pah-wraiths.

Winn's final act, as she realizes the extent of her folly, is to try and put right some of the damage she has done. She attempts to stop the reanimated Dukat and the Pah-wraiths by throwing the Kosst Amojan text into the flames, but she herself is consumed by the fire. It is a shocking, ignominious end for a woman who sought power at all costs and is ultimately destroyed by her ambition.



Flattery

Dukat romances Winn and plays to her ego so that she will help him free the Pah-wraiths.

Forbidden text

Dukat needs Winn to decipher the Kosst Amojan, as only the kai can read the text.



FILE 59 SYSTEMS

Bussard Ramscoops

The **Bussard ramscoops**, or collectors, of a starship provide a vital back-up system should a vessel's fuel reserves suddenly run dry. Named after the Earth physicist Robert W. Bussard, the ramscoops put into practice his theory of utilizing electromagnetic fields from spaceborne matter to generate fuel.

Warp nacelles are one of the most vital components in the entire warp propulsion system. They have been consistently redesigned and refined by Starfleet engineers whenever new techniques and technologies have become available. Between the production of the upgraded **Constitution**-class vessel in 2270 and the introduction of the **Galaxy**-class marque in 2363, a significant addition to the warp nacelle structure is incorporated in the form of the **Bussard ramscoop**, also known as the Bussard collector or ramscoop. They are named after the 20th century physicist Robert W. Bussard. His theoretical studies into the possibility of using electromagnetic fields to gather specific fuel elements from spaceborne matter are developed into a workable system by Starfleet scientists, culminating in a system that proves to be extremely valuable to many spacegoing vessels.

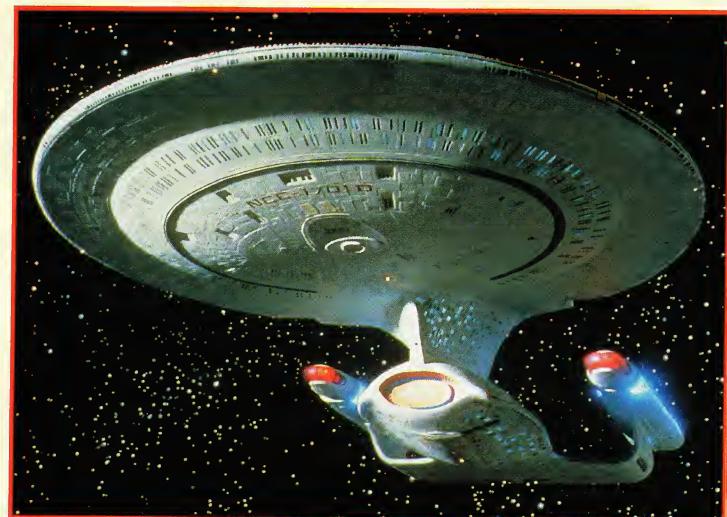
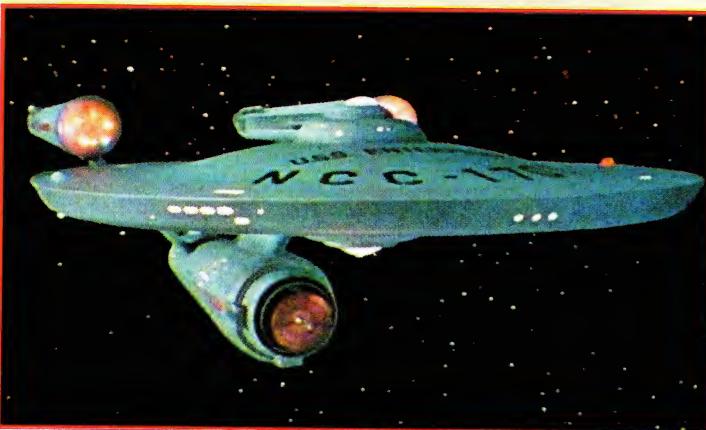
Replenishing supplies

Situated at the leading end of the warp nacelle that faces the direction of forward travel, the ramscoops are designed as a secondary fuel source collection system for interstellar vessels that may be running low on supplies of

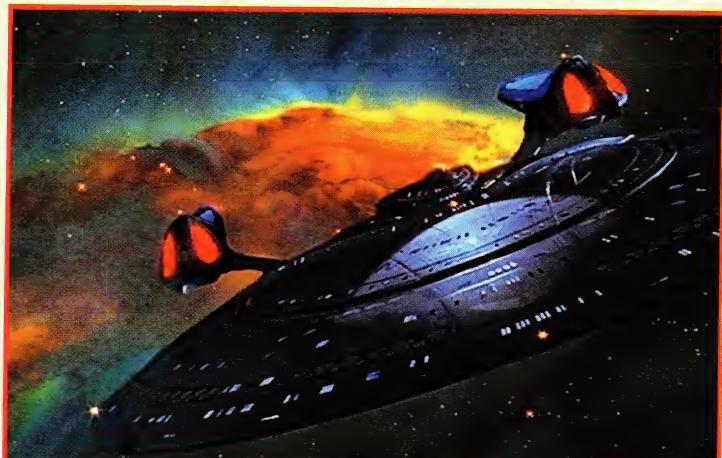
deuterium. Deuterium is the fuel supply for the warp propulsion system on all Starfleet vessels, and is stored in a huge tank close to the Main Engineering section. Vessels on extended missions outside the normal range of supply lines, or too far away from refuelling depots on starbases or custom designed facilities, may find they have to replenish their supplies, particularly if an emergency situation arises in the warp propulsion system.

The ramscoop consists of a series of specially designed high energy magnetic coils. It is designed to generate directional ionizing radiation and a defined magnetic field, to both draw in and compress the gases found within the vacuum of space. The magnetic field attracts stray molecules of hydrogen within the gas, which contains tiny amounts of deuterium. The overall density of the deuterium is minute, but if the vessel is traveling at high speed the sheer volume of low grade matter attracted and condensed can lead to appreciable amounts of deuterium being collected. Usable elements of gas can then be piped directly to a variety of storage areas. In the case of the Galaxy-

▼ The original CONSTITUTION-class starship ENTERPRISE is not equipped with Bussard ramscoops. They are introduced between 2270 and 2363.



▲ The Bussard ramscoops are located at the fore of a starship's warp nacelles. They are covered by a transparent curved end-cap, which reveal the operation of the electromagnetic coils by emitting the red-orange glow of ionizing radiation.



▲ Unlike the GALAXY class, the SOVEREIGN-class U.S.S. ENTERPRISE NCC-1701-E's warp nacelles are equipped with storage cells. These contain the hydrogen gases collected by the Bussard ramscoops.



▲ The crew of the U.S.S. ENTERPRISE NCC-1701-D intimidate the Pakleds by back-flushing the ship's Bussard ramscoops.

Bussard Ramscoops

class **U.S.S. Enterprise NCC-1701-D**, this would be the huge deuterium storage tanks in close proximity to the Main Engineering section. **Sovereign-class** ships, such as the **U.S.S. Enterprise NCC 1701-E**, have storage cells built into the warp nacelles.

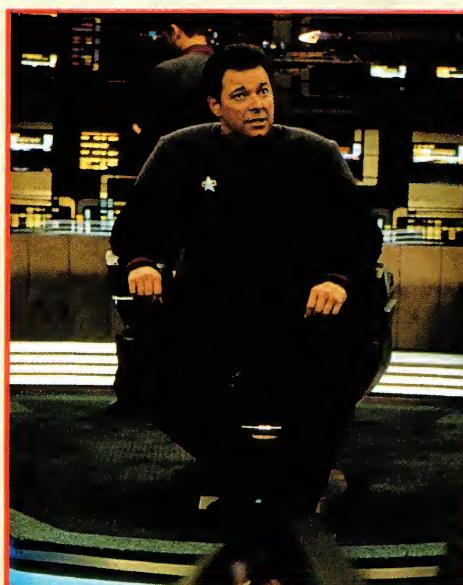
The warp reaction process requires antimatter to react with the deuterium, in order to create the massive amounts of energy needed for the generation of a warp field. A situation may therefore arise where deuterium can be replaced in usable quantities, but a lack of antimatter would still lead to the vessel eventually exhausting its energy supplies.

The situation faced by **U.S.S. Voyager NCC-74656** within the **Delta Quadrant** is an extremely serious one; on at least two occasions, Bussard ramscoops on both the main vessel and one of its shuttles have been used to continue the ship's journey. Bussard collectors can also cut through a nebula, in order to safely gather the highly combustible yet versatile energy source **sirillium**. On a separate occasion, the Bussard ramscoops on a shuttle are used to attract highly charged plasma particles – *Voyager*'s energy emissions are too high to successfully harvest them.

Practical problems

The problem faced by the **Intrepid-class** vessel on this occasion highlights one of the main practical disadvantages in the use of the ramscoops. During normal operation, a Starfleet vessel's navigational **deflector dish** will effectively repel exactly the kind of interstellar matter the Bussard ramscoops are designed to attract and store. Implementation of the ramscoops requires manipulation of the navigational deflector shield, to allow the hydrogen passage through the deflector shields and into the ramscoops, drawn in by the relatively close magnetic field of the Bussard collectors.

The internal configuration of Bussard ramscoops has changed little over the development of the system, although the external housings protecting the mechanism at the front of the nacelles have altered over time. The orange-glowing, curved nacelle end-cap is a familiar sight on *Galaxy-class* ships. They become transparent on exposure to the



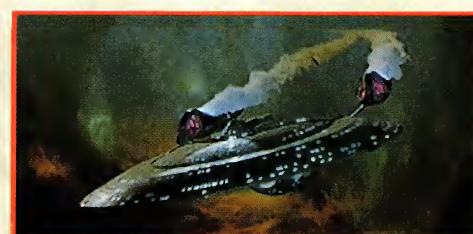
In 2375, Commander William Riker is left in charge of the U.S.S. ENTERPRISE NCC-1701-E. The ship is pursued through the Briar Patch by SON'A BATTLESHIPS.

ionizing energies produced by the set of powerful electromagnetic coils behind the end-cap. **Sovereign-class** vessels have twin ports on the port and starboard sides of the sloping leading edges of each nacelle. They are angled and swept back to allow a large volume of matter to be drawn into the nacelles extremely quickly.

Intrepid-class Bussard ramscoops are located on the upper port and starboard sides of both nacelles; in keeping with the higher efficiency of the entire warp drive, they are relatively small in proportion to other Starfleet classes.

Reverse procedure

The normal mode of operation for Bussard ramscoops is to draw matter into the vessel, but on a number of occasions this procedure has been reversed in matters of extreme emergency. On **Stardate 42779, Chief Engineer Geordi La Forge** is kidnapped and held hostage on a **Pakled** vessel. In response, the crew of the *Enterprise* back-flush hydrogen through the ship's Bussard ramscoops. This dramatic pyrotechnic display frightens the



The Son'a's ruthless attack leaves the ENTERPRISE almost defenseless, with shields significantly weakened. Riker heads the ship to a pocket of volatile metreon gas.



Vapor from the metreon gases are collected by the ENTERPRISE's Bussard ramscoops and blown out when the enemy next fires, destroying a SON'A BATTLESHIP.



The SON'A BATTLESHIPS inflict heavy damage on the ENTERPRISE. Riker decides to stop running and fight back – using the ship's Bussard ramscoops.

technologically unsophisticated Pakleds into releasing the severely injured crewman.

This technique of back-flushing is also used when the **U.S.S. Enterprise NCC-1701-E** battles against **Son'a Battleships** within the **Briar Patch** in 2375. In a tactic subsequently referred to as the '**Riker maneuver**', highly unstable **metreon gas** is deliberately drawn into the Bussard ramscoops and then expelled directly into the path of the enemy vessels. Son'a weapons accidentally ignite the gas, destroying one battleship and crippling another. This episode illustrates just how effective the Bussard ramscoops can be as a weapon.

TYKEN'S RIFT

Back-flushing

On **Stardate 44631**, the **U.S.S. Enterprise NCC-1701-D** becomes trapped inside a spatial anomaly known as a **Tyken's Rift** along with an alien ship. The rupture also absorbs energy, making escape virtually impossible. Both ships are eventually freed when the *Enterprise* back-flushes the stored hydrogen in its Bussard ramscoops. The ignition of the expelled matter creates an explosion of sufficient power to overload the rare spatial rupture, enabling both ships to escape back into normal space.

The alien crew trapped in the Tyken's Rift communicate with Deanna Troi through her dreams.



The U.S.S. ENTERPRISE NCC-1701-D emits a hydrogen stream from its Bussard ramscoops into the Tyken's Rift.

Data and Troi decipher the aliens' cryptic message, realizing they want the ENTERPRISE to emit hydrogen.



STAR TREK: The Next Generation A-Z Episode Guide Part 5

'IDENTITY CRISIS'



FILE 69 CARD 90



Chief Engineer Geordi La Forge and his former crew mates from the **U.S.S. Victory NCC-9754** feel compelled to return to the planet **Tarchannen III**, where they undergo startling physiological changes.

'IMAGINARY FRIEND'



Clara Sutter, a young girl living aboard the **U.S.S. Enterprise NCC-1701-D**, grows increasingly alarmed when an alien entity assumes the form of her imaginary friend.

FILE 69 CARD 118



'INHERITANCE'

FILE 69 CARD 153

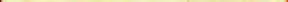


Lt. Commander Data meets his 'mother,' **Dr. Juliana Tainer**, and discovers an extraordinary secret about her existence. It seems that Data and **Lore** were not the only androids created by cybernetics genius **Dr. Noonien Soong**.



'THE INNER LIGHT'

FILE 69 CARD 121



An encounter with an alien probe forces **Captain Jean-Luc Picard** to live out an entire lifetime in the space of a few minutes. The experience is part of a scheme to preserve the now extinct **Kataan** race's history and culture.

'INTERFACE'

FILE 69 CARD 146



Geordi La Forge uses an experimental **interface probe** to search for the missing **U.S.S. Hera NCC-62006**, which was commanded by his mother, **Captain Silva La Forge**. He discovers that an alien life form has adopted Silva's appearance.



'IN THEORY'

FILE 69 CARD 97

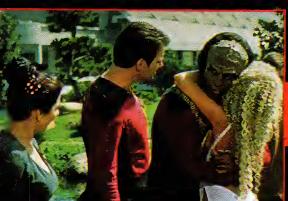


Data embarks on a romance with **Lt. Jenna D'Sora**. The android officer sets aside some of his subroutines specifically for Jenna, but his inability to feel real emotions still causes the relationship to fall apart.



'JOURNEY'S END'

FILE 69 CARD 163



An attempt to forcibly relocate a colony of Native Americans from **Dorvan V** prompts **Wesley Crusher** to drop out of **Starfleet Academy**.



'JUSTICE'

FILE 69 CARD 8



When an away team from the **U.S.S. Enterprise** visit the beautiful planet of **Rubicun III**, **Wesley Crusher** is sentenced to death for destroying a flower bed.



'THE LAST OUTPOST'

FILE 69 CARD 6



An attempt to retrieve a stolen **T-9 energy convertor** from the **Ferengi** results in the **Federation's first contact** with the race. Meanwhile **Commander William Riker** confronts **Portal**, the last remnant of the ancient **TKon Empire**, on the otherwise deserted planet **Delphi Ardu**.

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'LEGACY'

FILE 69 CARD 78

The **U.S.S. Enterprise NCC-1701-D** visits **Turkana IV** where the crew encounter **Ishara Yar**, the sister of their late colleague **Tasha**, and are unwittingly drawn into a power struggle.

'LESSONS'



Captain Jean-Luc Picard falls in love with **Lt. Commander Neela Daren**, but their relationship falters when he cannot bring himself to send her on dangerous away missions.

'LONELY AMONG US'



Captain Picard's emotions are studied by the **Iyaarans** after he is stranded on a desolate planet with only a human woman, who claims to be in love with him, for company.

'LOUD AS A WHISPER'



When the chorus of the renowned deaf mediator **Riva** are killed, he must continue his delicate work on his own, in order to restore peace to the inhabitants of **Solais V**.

'MANHUNT'



Betazed Ambassador **Lwaxana Troi** returns to the **U.S.S. Enterprise** with the intention of snaring a new husband.

'MASH'



The discovery of an ancient alien archive causes **Data** to assume multiple personalities, while the **U.S.S. Enterprise** undergoes an alarming transformation.

'THE MASTERPIECE SOCIETY'

The **U.S.S. Enterprise** crew come to the aid of a perfect genetically engineered community, which is threatened with destruction.

FILE 69 CARD 138



'LIAISONS'

FILE 69 CARD 147

Captain Picard's emotions are studied by the **Iyaarans** after he is stranded on a desolate planet with only a human woman, who claims to be in love with him, for company.



'THE LOSS'

FILE 69 CARD 82

The discovery of two-dimensional life forms causes the **Betazoid Counselor Deanna Troi** to lose her empathic abilities.



'LOWER DECKS'

FILE 69 CARD 158

A group of young officers aboard the **U.S.S. Enterprise** prepare to find out which one of them will be promoted, while **Lt. Worf** recommends one of their number for a dangerous mission.



'MAN OF THE PEOPLE'

FILE 69 CARD 124

Counselor Deanna Troi is used as a receptacle for the negative emotions of a renowned **Federation** mediator.



FILE 69 CARD 160

'THE MASTERPIECE SOCIETY'

FILE 69 CARD 109

The discovery of an ancient alien archive causes **Data** to assume multiple personalities, while the **U.S.S. Enterprise** undergoes an alarming transformation.

The **U.S.S. Enterprise** crew come to the aid of a perfect genetically engineered community, which is threatened with destruction.



FILE 70 STAR TREK: DEEP SPACE NINE

'Field of Fire'

Ezri Dax and **Odo** head the murder investigation of three Starfleet officers aboard *Deep Space Nine*. The Trill counselor decides to summon the personality of her symbiont's previous murderous host, **Joran**, in order to gain a first-hand understanding of how a killer's mind works.

Three Starfleet officers are murdered on station *Deep Space Nine*, among them the recently arrived but popular **Lt. Ilario**. The murder weapon is revealed to be a prototype rifle firing **tritanium** bullets, but although the victims appear to have been shot at close range, **Security Chief Odo** points out that the corpses lack the powder burns associated with near proximity shots.

Ezri Dax is particularly concerned by the murders. She had left Ilario's quarters approximately 10 minutes before his death, and is one of the few crew members to have personal experience of killing in cold blood. A previous host of the Dax symbiont, **Joran**, murdered three people.

Chief Miles O'Brien explains the lack of powder burns on the corpses by demonstrating how a micro-**transporter**, attached to a bullet, activates when fired, transporting it to a chosen location where it continues its trajectory.

Mind of a killer

Unable to turn up any further leads, Ezri summons Joran's malevolent personality, and under his influence she begins to have an understanding of how the killer's mind works. When another corpse is discovered, Ezri searches their quarters and notes the common link between the victims is that they kept photographs of themselves laughing. Deducing that **Vulcans** are averse to emotion, Ezri speculates that the killer believes the photographs are mocking them.

Unable to reduce the suspects beyond 28 of the 47 Vulcans aboard *Deep Space Nine*, Ezri has a fortunate breakthrough when Vulcan officer **Chu'lak** enters the same lift as her and is pinpointed as the killer by Joran. After checking his background, Ezri views him in his quarters through a targeting sensor, only to catch him checking her **Starfleet** record. Fetching his rifle and sensor, Chu'lak aims at Ezri, but she shoots first, wounding him. Chu'lak explains that logic dictated his actions. Ezri later submerges Joran, but with the knowledge he will never again be so deeply buried.

STARSHIP FACTS

Ezri Dax experiences vivid dreams about her former host Joran during the murder investigation. She then summons forth his personality using the Rite of Emergence.

'FIELD OF FIRE'

"In the morning I'll be sober, but you'll still be beautiful."
— Lt. Ilario to Ezri Dax

ON SCREEN...



1 Ezri Dax is among the *DEEP SPACE NINE* personnel who attend Lt. Ilario's victory celebration at Quark's bar. Ilario is murdered shortly after.



2 Chief O'Brien suggests that if the killer is using a micro-transporter on a weapon with an exographic targeting sensor, he or she could be firing from anywhere on the station.



3 Ezri summons the personality of Joran to the forefront of her mind. This previous Dax host was a murderer, and he helps Ezri to understand how a killer thinks.



4 Under Joran's influence, Ezri apprehends a felon being chased by security. Joran urges Ezri to kill, and she attempts to stab the suspect, mistakenly believing him to be responsible for the murders on the station.



5 After the killer claims another victim, Ezri realizes that the common factor between all of the murdered officers is the photographs taken of them laughing.



6 The space station's serial killer is finally caught, a Vulcan officer named Chu'lak. He attempts to justify his crimes by saying that logic motivated his actions.



FILE 70 STAR TREK: DEEP SPACE NINE

'Chimera'

Odo encounters another Changeling who was also sent out into the Galaxy as an infant by the Founders, so that he could learn more about other races. Laas has an intense dislike for humanoids, however, and makes Odo question his own motives for living among them.

Returning to station *Deep Space Nine* from a conference, Chief Miles O'Brien and Security Chief Odo are surprised when another shapeshifter boards their *Runabout*. Laas is one of the 100 infant Changelings that the Founders sent out into the Galaxy to learn about other races, before returning home at some later stage. As was the case with Odo, Laas has no idea of his real origin or purpose.

He learns rapidly, though, after linking with Odo, and while not sharing the desire of the Founders to dominate humanoid races, he greatly distrusts them. Laas is abrasive with other 'solids,' and thinks that Odo is restricting himself unnecessarily. He is scornful of his new friend's relationship with **Colonel Kira Nerys**, pointing out that he will see his mortal lover age and die. Laas suggests that he and Odo locate more of the 100 lost shapeshifters and establish a new link – an offer that Odo regretfully declines.

Laas revels in his Changeling capabilities, oblivious to any discomfort it may cause the humanoids on *Deep Space Nine*. Matters come to a head when he kills a **Klingon** whose companion had stabbed him.

On the outside

When the Klingons set about prosecuting Laas, Odo eyes are opened to the prejudice encountered by other Changelings, and he starts to feel isolated from his humanoid friends. He begins to wonder if he is deluding himself by masquerading as a 'solid.' A discussion on the matter with Kira ends with Odo concluding that only his love for her keeps him on the station; a part of him wants to accompany Laas on his search.

Acting out of love for Odo, Kira frees Laas and helps the two Changelings to meet. Laas again speaks of the limits of human form, but Odo concludes he has never known true love, and this clouds his perceptions. Kira is surprised when Odo returns – she believed he would depart with Laas. She apologizes for restricting his true instincts, adding he should never be afraid to be himself around her. Odo transforms into shimmering vapour and Kira succumbs to his enveloping touch.

STARSHIP FACTS

Laas's utter distrust of humanoids is based upon his 200 years of experience, while Odo has only existed for some 30 years.

'CHIMERA'

"I prefer the primitive life forms. They exist as they were meant to, by following their instincts. No words get in the way, no lies, no deceptions."

– Laas to Odo

ON SCREEN...



1 Laas was one of the 100 infant Changelings, including Odo, who were sent out into the Galaxy from the Founders homeworld. Over the centuries, however, he has developed a total distrust of all humanoids.



2 Laas learns all about the Founders by linking with Odo. He also senses that Odo would have joined the Founders were it not for his love for Kira.



3 Laas enjoys experimenting with his shapeshifting abilities. He transforms himself into a mist that covers the main walkway of the station's Promenade.



4 Odo intervenes when Laas gets into a fight with a group of Klingons. He restrains one of the warriors, but watches in dismay when Laas stabs another.



5 Odo admits to Kira that his love for her keeps him from returning to the Founders. Kira has no wish to restrict him, and arranges for Odo to leave with Laas.



6 Odo returns to Kira, realizing that his place is with her, not Laas. Kira says that he must not repress his true instincts around her, and so Odo changes into a mist.

T continued

trinitrogen chloride (TNC)

This chemical compound is used in cleaning fluids, and is also an ingredient in homemade **plasma grenades**. Positive TNC residue tests convicted four innocent people of attempting to kill **Gul Dukat** on **Terok Nor** in 2367. (*Starship Log: 'Things Past'* [DS9]) **SEE FILE 70**

trinucleic fungus

This simple plant, growing on the first planet of the **Kabrel System**, was vital to the **Dominion's** expansion in 2374, because it could be made into **yridium bicantizine**, an element that was used in **ketracel white**. (*Starship Log: 'Statistical Probabilities'* [DS9]) **SEE FILE 70**

trionic waves

This contamination from an unusual energy source is able to disrupt **phase conditioners** and damage human tissue. The **Devidiens**, who stole neural energy from humans in the 19th century, left a trail of trionic waves. (*Starship Log: 'Time's Arrow', Parts I and II* [TNG]) **SEE FILES 18, 69**

Triona system

This distant star system is home to coalescent organisms that existed undetected until 2369. In this same year, **Starfleet** outpost worker **Lt. Keith Rocha** fell victim to such a life form. (*Starship Log: 'Aquiel'* [TNG]) **SEE FILE 69**

trionic initiators

This **warp coil** element can, under certain circumstances, accidentally create a warp bubble while starting an engine's fusion reaction. **Geordi La Forge** hoped that trionic initiators on his mother's ship, the **U.S.S. Hera NCC-62006**, would form a **subspace** funnel that would enable the safe return of the missing vessel. (*Starship Log: 'Interface'* [TNG]) **SEE FILE 69**

tronium

This chemical, along with hydrogen and helium, was detected in the **FGC-47** nebula that was forming around a neutron star in 2368. When the **U.S.S. Enterprise NCC-1701-D** studied the nebula, **Geordi La Forge** reported elevated readings of the three compounds, but not enough to represent an immediate danger. (*Starship Log: 'Imaginary Friend'* [TNG]) **SEE FILE 69**



In 2368, the crew of the U.S.S. **ENTERPRISE NCC-1701-D** detected traces of tronium, hydrogen, and helium within the **FGC-47** nebula.

trioxin

This emergency medicine is given to people who have problems breathing. In 2374, **Captain Janeway** ignored the **EMH**'s recommendation of bed rest, and self-prescribed trioxin after she had inhaled toxic gases for 12 minutes. (*Starship Log: 'Year of Hell', Part II* [VOY]) **SEE FILE 71**



Legate Tekeny Ghemor was given triptacederin in 2373, to counter the pain he was suffering during the final stages of Yarim Fel syndrome.

tripamine

The presence of this residue in the cerebral cortex is the typical indicator of a temporal displacement. When **Captain Picard** reported moving through time in 2370, a neurographic scan reported no tripamine residue. (*Starship Log: 'All Good Things ...'* [TNG]) **SEE FILE 69**

tripartite microsealing mechanism

This component was part of a unique security padlock that **Rom** devised in 2371. **Odo** thought it was the most convoluted lock he had ever seen, and **Benjamin Sisko** predicted that it would take a long time to defeat it. (*Starship Log: 'Family Business'* [DS9]) **SEE FILE 70**

Tripoli NCC-19386, U.S.S.

This *Hokule'a*-class **Federation** starship visited the planet **Omicron Theta** in 2338, where its crew discovered and reactivated the android **Data**. The *Tripoli* was eventually retired to **Surplus Depot Zed-15** on the planet **Qualor II**, where, in 2368, it was stolen by **Romulans**. (*Starship Log: 'Datalore'* [TNG]) **SEE FILES 31, 55, 69**

tripolymer composites

A non-conductive substance is used in the construction of **Data's** body frame. In total, his body contains 24.6 kilograms of tripolymer composites. (*Starship Log: 'The Most Toys'* [TNG]) **SEE FILES 55, 69**

tripolymer plasma

This highly refined superconducting plasma was used to energize the power module in the **Pralor Automated Personnel Units**. The advanced plasma was composed of elements unknown to **B'Elanna Torres**. (*Starship Log: 'Prototype'* [VOY]) **SEE FILES 55, 71**

triptacederin

This medication to alleviate pain is delivered to humanoid patients intravenously. In 2373, **Dr. Bashir** installed a triptacederin pump in **Legate Tekeny Ghemor**, giving the **Cardassian** control of his own pain management during the final phases of **Yarim Fel syndrome**. (*Starship Log: 'Ties of Blood and Water'* [DS9]) **SEE FILES 50, 70**

triptin

This artistic medium, used with bronze, was typical of post-eventualistic, pre-**Matoian** sculpture. A bronze-triptin sculpture was among the dubious collectibles found by the **Bajorans** in a drifting freighter in 2373. (*Starship Log: 'In the Cards'* [DS9]) **SEE FILE 70**

trinitrogen chloride (TNC)

trinucleic fungus

trionic waves

Triona system

trionic initiators

tronium

trioxin

tripamine

tripartite microsealing mechanism

Tripoli NCC-19386, U.S.S.

tripolymer composites

tripolymer plasma

triptacederin

triptin

trisec

Triskelion

tritanium

tritium

tritonium

Trivas system

Trixian bubble juice

Trolytes

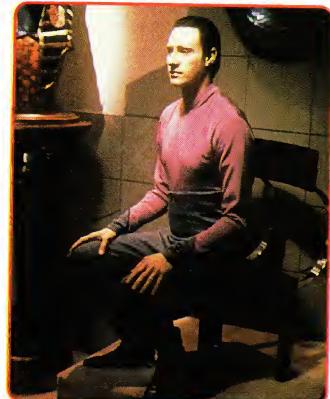
Troi, Commander Deanna

Troi, Ian Andrew (I)

Troi, Ian Andrew (2)

Troi, Kestra

Troi, Lwaxana



Kivas Fajo noted that Data was constructed of tripolymer composites when he added the android to his collection in 2366.



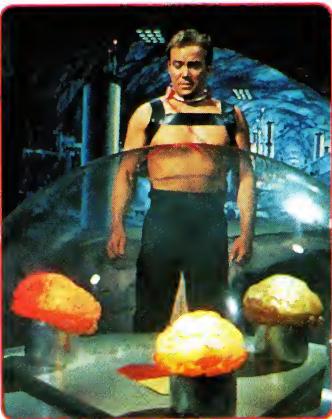
The Pralor Automated Personnel Units' energy source was powered by tripolymer plasma, which was unfamiliar to B'Elanna Torres.

**trisec**

This unit of time, equivalent to three of Earth's seconds, was used on the planet **Triskelion**. (*Starship Log: 'The Gamesters of Triskelion'* [TOS]) **SEE FILE 68**

Triskelion

This planet, located in the trinary star system **M24 Alpha**, was ruled by three **Providers** who wagered **quatloos** on the outcome of gladiatorial contests between **thralls**. **Captain James T. Kirk** succeeded in winning a normal life for the thralls in 2267. (*Starship Log: 'The Gamesters of Triskelion'* [TOS]) **SEE FILES 18, 68**



The planet Triskelion was controlled by the Providers - three pulsating brains who oversaw the entire planet from within a transparent dome.

tritium

This dense metal hybrid is found in the construction of **Federation** spacecraft hulls, bulkheads, some engineering tools, and **TR-116** rifle bullets. **Berlinghoff Rasmussen**'s 26th-century **Time Travel Pod** was made of plasticized tritium mesh. Tritium is also used for similar purposes by many other cultures. (*Starship Log: 'The Menagerie'* [TOS]; 'Encounter at Farpoint' [TNG]; 'In the Hands of the Prophets' [DS9]; 'Threshold' [VOY]) **SEE FILES 40, 60, 68, 69, 70, 71**

tritium

This radioactive hydrogen isotope heavyweight, when diluted in a gas, was able to locate a hazardous **graviton** field on **Deep Space Nine** in 2369. A chance tritium intermix adjustment in the **I.K.S. Kit'tang**'s reactor shielded the **Klingon** ship from the **Breen**'s energy-dampening weapon in 2375. Tritium also improves fission reaction in Klingon **warp drives**. (*Starship Log: 'Q-Less'* [DS9]) **SEE FILES 34, 70**

tritonium

The walls of the **Vaadwaur**'s underground chambers were reinforced with this damage-resistant metal, guaranteeing the structure's integrity. **Bajoran** resistance fighters were implanted with tritonium isotopes to make finding them easier if they were captured. On the planet **Dozaria**, **Gul Dukat** and **Kira Nerys** found the survivors of the crashed transport ship **Ravinok** by scanning for tritonium. (*Starship Log: 'Indiscretion'* [DS9]; 'Dragon's Teeth' [VOY]) **SEE FILES 70, 71**

Trivas system

This strategically irrelevant star system in **Cardassian-Dominion** space was where **Empok Nor**, the sister station of **Deep Space Nine**, was abandoned. In 2373, **Chief Miles O'Brien** took a team to the Trivas system in order to scavenge parts from **Empok Nor**. (*Starship Log: 'Empok Nor'* [DS9]) **SEE FILES 36, 70**



The EMPOK NOR station was left adrift in the Trivas system after being abandoned by the Cardassians. The region was notable for a beautiful blue nebula, surrounding a bright star.

Trixian bubble juice

This non-alcoholic pink beverage was served to **Varis Sul**, tetrarch to the **Paqu** in **Quark's bar** in 2369. Trixian bubble juice is also a favorite of the **Ferengi Rom's**. (*Starship Log: 'The Storyteller'* [DS9]) **SEE FILE 70**

Troglites

This name was given to the miners on the planet **Ardana**, who were intellectually retarded by **zenite** gas in the mines, and exploited by the inhabitants of the **Stratos cloud city**. In 2269, **Captain James T. Kirk** helped the Troglites gain their civil rights, and protective masks that would prevent the gas from affecting them. (*Starship Log: 'The Cloud Minders'* [TOS]) **SEE FILES 18, 68**

Troi, Commander Deanna

This half-human, half-**Betazoid** **Starfleet** officer served as counselor on the **U.S.S. Enterprise NCC-1701-D** and **U.S.S. Enterprise NCC-1701-E**, where her empathic insights and psychological guidance were invaluable to the entire crew. Troi proved to be a particularly competent officer, and continued expanding her skills, leading to her passing the **Bridge Officer Exam** in 2370. In 2371, Troi piloted the *Enterprise* NCC-1701-D's **saucer section** to a safe landing on the planet **Veridian III** after the vessel's **stardrive section** was destroyed in orbit. Troi had been romantically involved with **William Riker** prior to their posting aboard the *Enterprise*, and they renewed this attraction in 2375. A love of anything chocolate was Troi's greatest weakness. (*Starship Log: 'Encounter at Farpoint'* [TNG]; 'Pathfinder' [VOY]) **SEE FILES 43, 69, 71, 78, 79, 80**



Deanna Troi's discreet counseling abilities have helped her crewmates through many psychologically worrying times.

Troi, Ian Andrew [1]

This human **Starfleet** officer married **Betazoid** ambassador **Lwaxana Troi**, and had two daughters, **Kestra** and **Deanna**. Deanna remembered her father reading her stories about the wild west. He died when she was seven years old. (*Starship Log: 'The Child'* [TNG]) **SEE FILE 69**

Troi, Ian Andrew [2]

Deanna Troi gave this name to the boy she delivered hours after becoming impregnated by a noncorporeal life form in 2365. The boy departed upon realizing that he was emitting a form of radiation that was endangering the **U.S.S. Enterprise NCC-1701-D**. He was named in honor of Deanna's father. (*Starship Log: 'The Child'* [TNG]) **SEE FILES 43, 69**

Troi, Kestra

The first child of **Ian Andrew** and **Lwaxana Troi**. Kestra drowned at the age of seven; her death was more than Lwaxana could bear, so she blocked the child from her memory for 30 years. These memories resurfaced in 2370, threatening Lwaxana's life. (*Starship Log: 'Dark Page'* [TNG]) **SEE FILES 58, 69**

Troi, Lwaxana

Daughter of the Fifth House, Holder of the **Sacred Chalice of Rixx**, Heir to the **Holy Rings of Betazed**, ambassador for the **Betazoid** government, and mother of **Deanna Troi**. Lwaxana Troi had two daughters with a human husband, **Ian Andrew Troi**, and a son with **Jeyal, a Tavnian**, in 2372. Throughout the 2360's and early 2370's, Lwaxana searched for her perfect man; possibilities included **Captain Jean-Luc Picard**, **Commander William Riker**, **Dr. Timicin**, **Minister Campio** of the planet **Kostolain**, and **Deep Space Nine Chief of Security Odo**, who she wed in a marriage of convenience in 2372. (*Starship Log: 'Haven'* [TNG]; 'The Forsaken' [DS9]) **SEE FILES, 58, 69, 70, 71**



Lwaxana Troi was accompanied on her travels by her attendant, the imposing Mister Homn.

T continued

Tropical Resort Simulation 3

SEE
Polynesian resort

Troyians

This name was given to the green-skinned humanoids from the planet **Troyius** in the **Tellun system**. In 2268, **Petri**, a Troyian, was entrusted with preparing the **Dohlman of Elas** for marriage to his planet's monarch, in order to seal a peace agreement. In the course of his duties, Petri was stabbed by the Dohlman, but his injuries, though serious, proved not to be life threatening. (*Starship Log: 'Elaan of Troyius'* [TOS]) **SEE FILE 68**

Troyius, Elaan of

SEE **Elaan**

Trudy series

This model of attractive female androids was manufactured to the specifications of **Harcourt Fenton Mudd** in 2267. The Trudy series' loyalty to Mudd evaporated after he had fulfilled his purpose to them. (*Starship Log: 'I, Mudd'* [TOS]) **SEE FILE 68**

True Way, The

This group of **Cardassian** extremists blamed their homeplanet's woes on the **Federation**. Their first violent strike, in 2372, nearly killed **Benjamin Sisko** and his senior staff, and destroyed the **Runabout Orinoco**. Sometime after, they succeeded in killing two **Bajoran** officials, and



The True Way destroyed the **RUNABOUT ORINOCO** in 2372. Fortunately, the vessel's crew, drawn from station **DEEP SPACE NINE**'s senior staff, were all transported to safety.

Truman, U.S.S.

A friend of **Lt. (junior grade) Hector Ilario** was stationed aboard this **Federation** starship in 2375. (*Starship Log: 'Field of Fire'* [DS9]) **SEE FILE 70**

tryoxene

This substance is commonly found in asteroids. The asteroids hurtling toward a **Nezu** colony in the **Delta Quadrant** in 2373 contained tryoxene, as well as a number of artificial materials – proof that they had been launched by the **Etanian Order**. (*Starship Log: 'Rise'* [VOY]) **SEE FILE 71**

tryptophan-lysine distillates

Starfleet's recommended medical treatment for the flu virus. In 2365, **Dr. Katherine Pulaski** supplemented this with her own prescription – **PCS**, also known as Pulaski's chicken soup. (*Starship Log: 'The Icarus Factor'* [TNG]) **SEE FILE 69**



Seven of Nine was forced to play the **Norcadian** sport of **Tsunkatse** in 2376. Her **Borg** implants allowed her to fight much stronger opponents.

Tse'Dek

This **Klingon** warrior was the father of **N'Garen**, a young female who was among the undesirables that were supplied to **General Martok** as reinforcements to staff the **I.K.S. Rotarran** in 2374. (*Starship Log: 'Sons and Daughters'* [DS9]) **SEE FILE 70**

Tsingtao, Ray

The parents of this young boy were among those who committed suicide on the planet **Triacus** in 2268. Tsingtao and the other **Starnes Expedition** children were controlled by the evil **Gorgan** until **Captain James T. Kirk** helped set them free. (*Starship Log: 'And the Children Shall Lead'* [TOS]) **SEE FILE 68**

Tsiolkovsky NCC-53911, U.S.S.

Oberth-class **Federation** science vessel was crewed by 80 personnel who all died in 2364 after contracting a form of the **Psi 2000** virus. The **Tsiolkovsky** was later destroyed when the **U.S.S. Enterprise NCC-1701-D** used it as a shield from a stellar core fragment. (*Starship Log: 'The Naked Now'* [TNG]) **SEE FILES 31, 69**

Tsunkatse

This incredibly popular, but violent, **Norcadian** spectator sport involved two captives engaging in hand-to-hand combat, often to the death. Each fighter was made to wear **polaron disruptors**, which delivered a **bio-plasmic** charge when a blow was delivered to the opponent's target sensors. Tsunkatse matches took place aboard a vast starship, and were broadcast throughout the surrounding sector using holotechnology. (*Starship Log: 'Tsunkatse'* [VOY]) **SEE FILE 71**

tube grubs

This **Ferengi** delicacy is a type of worm that is usually consumed while still wriggling. Tube grubs are available in a variety of styles including fresh and crunchy, extra juicy, and minced. (*Starship Log: 'Rules of Acquisition'* [DS9]) **SEE FILES 14, 70**

tubules, Borg assimilation

SEE **injection tubule**

Tula

This young woman from the planet **Beta III** was, like most of the population, controlled by the will of **Landru**. She resided in a rooming house with **Hacom, Tamar**, and her father **Reger**. In 2267, Tula returned home from the **Red Hour** in hysterics after being physically assaulted. (*Starship Log: 'Return of the Archons'* [TOS]) **SEE FILES 18, 68**

Tropical Resort Simulation 3

Troyians

Troyius, Elaan of

Trudy series

True Way, The

Truman, U.S.S.

tryoxene

tryptophan-lysine distillates

Tse'Dek

Tsingtao, Ray

Tsiolkovsky NCC-53911, U.S.S.

Tsunkatse

tube grubs

tubules, Borg assimilation

Tula

tulaberry wine

Tulet, Gul

Tumak

Tumek

tunneling sensor

turbolift

Turei

Turkana IV

turn

Turrel, Legate

Tuvan Syndrome

Tuvix

Tuvok

Tuvok Orchid



Petri was a native of the planet Troyius. He came close to death after being stabbed by the Dohlman of Elas in 2268.



The empty U.S.S. TSIOLKOVSKY NCC-53911 was sacrificed to save the U.S.S. ENTERPRISE NCC-1701-D from destruction.



tulaberry wine

The **Ferengi** economic presence in the **Gamma Quadrant** was established by purchasing an agreed number of barrels of this beverage from the **Karemma** in 2370. **Quark** was responsible for negotiating the deal, at the behest of **Grand Nagus Zek**, and received a fee for his efforts. (*Starship Log: 'Family Business'* [DS9])

SEE FILES 14, 18, 70

Tulet, Gul

This **Cardassian** boxer participated in a near-legendary match that was billed as "**The Knockout in the Neutral Zone.**" **Chakotay** was present for all 23 rounds of the Gul Tulet vs. **Pryce-Jones** match. (*Starship Log: 'The Fight'* [VOY])



Tumak

This young male **Skrreean**, along with his mother, **Haneek**, and 3 million other refugees, passed through the **Bajoran wormhole** and arrived at **Deep Space Nine** in 2370. The Skrreeans sought refuge on **Bajor** after fleeing the **Gamma Quadrant**; when they were refused, Tumak took a small craft in an attempt to reach the planet's surface. He was killed when **phaser** fire from pursuing Bajoran ships ignited leaking radiation, destroying his vessel. (*Starship Log: 'Sanctuary'* [DS9])

SEE FILES 18, 70

Tumak was the son of the Skrreean leader Haneek. His headstrong attitude led to his death.

Tumek

This elder **Klingon** served as an adviser to **Lady Grilka** of the **House of Kozak**. In 2373, Tumek officiated Grilka and **Quark's** **brek'tal** ritual. Tumek's wisdom was also responsible for quickly deflating **Worf's** hopes of courting Grilka. (*Starship Log: 'The House of Quark'* [DS9])

SEE FILE 70

tunneling sensor

These powerful long-range scanners were used by the **Hierarchy**, enabling them to see through the hulls of alien starships. **Phlox's** tunneling sensor tapped into the daydream subroutines used by the **U.S.S. Voyager NCC-74656's** **EMH**, providing a distorted picture of life aboard the **Federation** starship. (*Starship Log: 'Tinker Tenor Doctor Spy'* [VOY])

SEE FILE 71

turbolift

This intraship personnel conveyance system is installed in all **Federation** starships and starbases. The system consists of voice operated cars that travel through vertical and horizontal **turboshafts** to deliver crew members to specific points as rapidly as possible. (*Starship Log: 'The Cage'* [TOS]; '*Encounter at Farpoint*' [TNG]; '*Emissary*' [DS9]; '*Caretaker*' [VOY])

SEE FILES 59, 68, 69, 70, 71

Turei

This **Delta Quadrant** species inhabit a series of **subspace** corridors, which they claimed after the destruction of the **Vaadwaur** civilization. The territorial and xenophobic Turei had fought an ancient war of conquest against the Vaadwaur over 900 years ago, a conflict that was unintentionally reigned by **Seven of Nine** and the crew of the **U.S.S. Voyager NCC-74656** in 2376. (*Starship Log: 'Dragon's Teeth'* [VOY])

SEE FILE 71

Turkana IV

This **Class-M** planet was the location of a failed **Federation** colony that finally dissolved into chaos and isolation in 2337. The **U.S.S. Enterprise NCC-1701-D** visited the colony in 2367. By that time, Turkana IV's predominant controlling factions were the **Coalition** and the **Alliance**. Turkana IV was the birthplace of **Natasha** and **Ishara Yar**. (*Starship Log: 'Legacy'* [TNG])

SEE FILES 7, 43, 44, 69

turn

The literal translation of the **Klingon** word for year. Turn is a reference to a single planetary rotation around a sun. (*Starship Log: 'Sins of the Father'* [TNG])

SEE FILES 11, 69

Turrel, Legate

This **Cardassian Central Command** official spent five months outlining a peace treaty between **Bajor** and **Cardassia** with **Vedek Bareil**. The treaty was finalized and signed by **Kai Winn** and Turrel aboard **Deep Space Nine** in 2371, shortly before Bareil's death. (*Starship Log: 'Life Support'* [DS9])

SEE FILE 70

Tuvan Syndrome

This degenerative, and ultimately fatal illness is marked by a slow loss of motor skills, and affects mostly **Romulans**, **Vulcans** and **Rigellians**. An early symptom of this neurological disease is the slackening of facial muscles, although life expectancy after diagnosis is anything up to 25 years. In 2375, it was suspected that **Koval**, the chairman of the **Tal Shiar**, was suffering from Tuvan Syndrome. (*Starship Log: 'Inter Arma Enim Silent Leges'* [DS9])

SEE FILE 70

Tuvix

This humanoid was the result of a **transporter** accident aboard the **U.S.S. Voyager NCC-74656** in 2372, when a plant with **symbiogenic enzymes** caused **Tuvok** and **Neelix** to merge into one being. Tuvix existed on the starship for approximately two weeks, before **Captain Kathryn Janeway** elected to go ahead with a process that would restore her two crew members, but destroy Tuvix in the process. (*Starship Log: 'Tuvix'* [VOY])

SEE FILES 43, 71

Tuvix admirably maintained the duties of both Tuvok and Neelix during his time aboard the U.S.S. VOYAGER NCC-74656.



Tuvok's stoicism and logic sometimes served to distance him from many of the crew, but he also earned their respect.

Tuvok

This **Vulcan** male serves as tactical officer aboard the **U.S.S. Voyager NCC-74656**. Tuvok had infiltrated **Chakotay's Maquis** cell in 2371, prior to being transported to the **Delta Quadrant** by the **Caretaker**. Tuvok's assignment on *Voyager* continued a long-standing association with **Captain Kathryn Janeway**, who trusts and respects his judgment. Some *Voyager* personnel believe that Tuvok is a little too Vulcan; nevertheless he is respected by the crew. Tuvok is married to **T'Pel**, and together they have four children and a grandchild. He maintains an interest in horticulture, and occasionally engages **Harry Kim** in games of **kal-toh** in the mess hall. Tuvok had served aboard the **U.S.S. Excelsior NCC-2000** under the command of **Captain Hikaru Sulu** in

2293, but chose to resign his commission in order to attempt the **Kolinahr** discipline. A **mirror universe** Tuvok played an active part in the **Terran resistance** in 2371. (*Starship Log: 'Through the Looking Glass'* [DS9]; '*Caretaker*' [VOY])

SEE FILES 8, 18, 43, 70, 71

Tuvok Orchid

A new species of plant, created by **Lon Suder** during his confinement aboard the **U.S.S. Voyager NCC-74656** in 2372. Suder picked up an interest in horticulture during a **mind meld** with **Tuvok**, and so he named the new bloom in honor of the **Vulcan**. (*Starship Log: 'Basics', Part I* [VOY])

SEE FILE 71